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Roy of the Rovers
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Screen shots from various formats.
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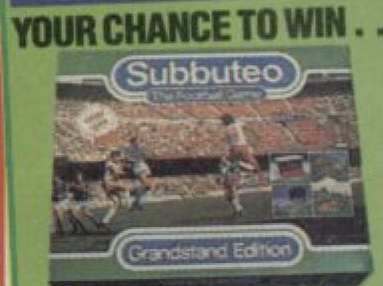
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A Dennis Publication

REMEMBER, REMEMBER THE EXPLOSIVE NOVEMBER ISSUE — ON SALE 10TH OCTOBER

The strings on our heads are bouncing up and down — our legs have gone all wobbly and our upper lips have gone all stiff, cos it's t-t-time for

PUPPET F

Puppet Trainspotters Throughout History
A regular series in conversation with the World's Greatest Ever Trainspotters.

19: Joe 90

"I might look like a pasty-faced bespectacled pseudo-cockney juvenile to you, and maybe I am, but that doesn't prevent me from regularly saving the entire planet. My daddy invented and constructed this brilliant machine which could transfer other peoples brainwave patterns into the head of anyone sitting in it. Unfortunately daddy got the measurements of the machine wrong and I was the only person small enough to fit inside.

One day last week, after I'd finished breakfast *(Sugar Puffs)*, daddy told me that the President of the United States had been on the dog and bone. There was a giant asteroid heading towards the earth, and the American and Russian Missile Systems had mysteriously packed up. The Pentagon had contacted International Rescue, who said it was far too big a job for them, so the responsibility crossed to me.

Daddy and me rifled through the 'brainwave-pattern cabinet' and came up with the ideal one — The Great Nandini, expert in Kundalini yoga and total master of levitation. I jumped into the machine, daddy inserted the disk, and quicker than you could say 'let's have a butchers, cor you're in a right two and eight pal' I was levitating all over the place. Levitating out of the kitchen window, I soared into outer-space and used my yoga expertise to gently nudge the gnarled planetoid into a safe orbit around the Sun. The Earth was saved, and I quite fancied celebrating — but daddy said it was time for bed although I had difficulties getting my pyjamas on over the strings"



A DALEY DOSE OF FUN

Daley Thompson's been a bit of a wag recently. He popped into Ocean's headquarters to cast his eyes on their new game, *Daley Thompson's Olympic Challenge* and was so impressed with the graphics (the last game he saw was the 1984 release *Daley Thompson's Decathalon*) that he asked software manager Gary Bracey (left) to give him a lesson in computer art. Several hours of on-screen doodling later, Daley successfully managed to draw a pair of glasses on his digitised portrait. The scamp.

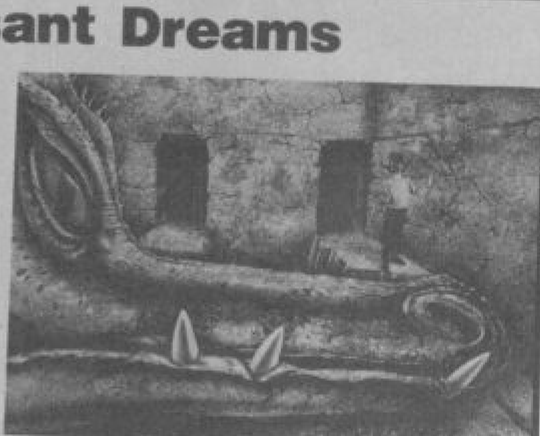
The game itself contains 10 Decathalon events, which will be played under strict Olympic qualifying standards (whatever that means). The scoring system has been devised using advice from Daley himself, who has given Ocean his points book to use as reference. *Olympic Challenge* should be out early in September, but we'll keep you posted. Oh yes, and we asked Daley what he listened to on his Sony Walkman. The reply? "Seoul music". Haw!



Unpleasant Dreams

And now, from Norwich, it's the quiz of the week, with *Nicholas Parsons* . . . Whoops, wrong programme.

Anglia TV proudly announce the return of their hit 'interactive' dungeon adventurer show, *Knightmare*. It's the one where a poor unfortunate person is blindfolded and has to, with the verbal help of three chums who aren't blindfolded, make his way through a series of rooms, caves and dungeons whilst trying to avoid having his cork popped by the various nasties therein. In case you haven't seen it before, we can tell you that the visuals are a real treat, with computer generated graphics mixed (via the blue-screen process) with real life action. Spooky.



Oh Joy, Oh Joy, Oh Joy

We wouldn't be surprised, nay, we would even bet on it, that if you haven't got a Kempston joystick at home then you must have a Konix Speedking. Konix has, after all, sold 3,000,000 of them. And did you know (*YS* Fact No. 1072) that if they were all laid end to end (with the cable pulled tight) they would stretch from London to, erm, Camberwick Green (or something like that).

Anyway, news has reached us that Konix is going to launch two new desktop joysticks this month. One's called the Predator (about £13) and the other is called the Megablaster (about £8), the former being operated by microswitches and the latter by (and we quote) a more traditional mechanism. Sandra Holloway reckons that if you go shopping for a joystick in future, all you'll need to ask for is a Konix. But then she would say that, she's Director of the company!!

WIN SOME BOOTY

Do you ever buy your computer games from Boots? You do? Aaaah, then you must have seen the Boots Computer Games Video. What do you mean, you haven't seen it? Well, you'd better truck on down to Boots this instant, 'cos there's a compo going on . . .

The presenter of the video is a computer-generated robot called, eerm, well, he hasn't got a name actually — and that's the whole point. What you have to do is make one up for him. The winner, who incidentally must have visited a Boots store, will win an Atari computer graphics and animation system. Well cut our strings.





FRONTLINES

A RIGHT ROYAL CARRY ON

As you all know, Fergie's baby (aaaah) has been born and named. All the hullabaloo may have died down a little bit, but we hardened Royalists at *YS* don't like to be left out — and we don't agree with Andy and Fergie's choice of name. Do you? All you have to do is drop us a postcard telling us what you'd have called the bairn (bless it's cotton socks) if you were the Duke and Duchess of York and the best ten names will win a copy of *Flunky* featuring the royals themselves. Write your suggestion on a postcard and send it to All Babies Look A Bit Like Puppets, There Had To Be A Puppet Link Somewhere Compo, at the NEW compo address, *YS*, PO Box 320, London, N21 2NB. Entries to be in by October 30th.



What Little Darlings . . . (Darling Warling IV)

The Darlings are getting lighter and smaller by the day. We've already met Lizzie and Abigail (last months *Frontlines*), so put your hands together for (from left to right) John (4), William (8) and Annie (also 4). It seems they've caught the family bug for computer games, and can regularly be found down at the Code Masters offices play-testing forthcoming releases. Cor blimey oh riley, what are we going to be witnessing next: the Darling Embryos?





Willis, Won't He?

20th Century Fox has released the license for *Die Hard*, the new film starring (love him or hate him) Bruce Willis. He plays a cop called McClaine who's looking into the disappearance of the famous glove-puppet, Sooty, following the discovery of Sweep's naked body (i.e. a hand) in a Croydon car-park. Sooty's girlfriend Sue provides the love interest (both on and *off* screen, according to insiders). The plot takes a savage twist when Bungle the bear and Zippy (*Stop these lies — Ed*). Okay, okay. McClaine's a Cop who's looking into a terrorist kidnapping, awright??

It's A Game Of Two Halves.

Grandslam recently organised a charity football match between computer journalists and distributers to raise money for the Great Ormond Street Wishing Well Appeal. One of the members on the journalist's side was none other than Dep. (Spot the) Ed *Ciaran "No Goals" Brennan* (whose inclusion would be the kiss of death for the hopes of any aspiring team). Monies were raised from the sale of programs, as well as an auction of football kits and sportswear. The final score? Journalists 0(!), Distributers 5 and the Great Ormond Street Wishing Well Appeal £1500.





MORE! MORE! MORE!

Don't miss the next issue of *Your Sinclair'* cos yes . . . it's returned again . . . the exclusive *Your Sinclair* cover mounted game. Don't miss it?

Tizers

• Not content with having the rights to such coin-op smashes as *R-Type* and *Afterburner*, Mediagenic (formerly Activision) has signed up the rights to a number of Sega's major new releases including the awe-inspiring *Galaxy Force*. For those of you have haven't seen it yet, *Galaxy Force* is a new space-flight simulator which is built into a hydraulically operated cabinet — so you can see, hear and feel the effects of zooming through the stars. The other Sega titles included in the deal are *Altered Beast, Sonic Boom, Hot Rod, Ace Attacker* and *Super Wonderboy*.

• US Gold has become the latest full-price publisher to enter the lower end of the market with the launch of its new budget label, Kixx. The new label will be dedicated to the re-release of the Birmingham-based group's extensive back catalogue, with the classic *Gauntlet* scheduled as its first title. Further games set for re-release include *10th Frame, Ace Of Aces* and *Metrocross*, alongside a range of Epyx product including *World Games* and *Leaderboard*. *Gauntlet* should be in the shops at this moment, priced at £2.99.

• Move over Code Masters and Mastertronic, because Alternative Software has moved to the top of the budget charts over the summer months. The company attributes this rise to the success of such games as *Yogi Bear, Rally Driver* and *The Rocky Horror Show*. Another reason for the success could be the company's support for smaller machines such as the Commodore C16. Ones to watch for over the coming months include *Trap Door, Classic Arcadia, Endzone* and, what the company claims is the first ever exclusively budget licence, *Postman Pat*.

• The best years of your life may soon be even better if an experiment taking place in Bedwell School in Stevenage turns out to be a success. And what's behind this possible revolution? Good old Sir Clive's powerful new laptop, the Cambridge Computing Z88. Following a brainwave by Mr Breeze (the school's head of English), 25 pupils from the first year will spend the next school year carrying the A4-sized micro from class to class and even home in the evenings. The pupils will eventually do most of their work (including homework) using the machine's built-in word processor, and print the results out on a communal printer situated in one of the classrooms. The experiment is designed to give pupils 'hands on' experience of practical computer applications instead of simply learning Basic in the school's science lab. So who knows, if things work out this could mean the end of leaky biros and dog-eared copybooks.

• As if it wasn't good enough that its shoot 'em up, *Xenon*, was chosen for ITV's Saturday morning show *Get Fresh*, Melbourne House has even more reason to celebrate as the game has also been selected as one of three finalists in the 1988 British Personal Computer Awards. *Xenon* was chosen from over 100 entries and will now face off against Incentive's *Darkside* and Rainbird's *Corruption*.



TAKE 'EM ALL ON...
IT'S THE ONLY WAY TO LIVE!
Screen *Star*
Target Renegade is hugely entertaining and ample justification for a sequel ...it develops the theme and develops the game play no end on the original...Each man is four sprites ...all beautifully drawn with great comic touches. The dog is quite wonderful. Commodore User
TARGET; RENEGADE
PCW GAME OF THE WEEK
Target Renegade has the added essence of variety, which is not to be found on other games of this kind. Fear not, this is well worth the readies. PCW Game of the week
PAUSED
WAKELIN.
Every move you make, every step you take, they're watching you. Fight your way through the precinct – the back alleys, the car parks, fight your way through the villainous community, the skin-heads, the Beastie Boys, the bouncers. On a hot, steamy night in New York this is just the tip of the iceberg on your chilling quest to confront "MR. BIG". A spectacular arcade style brawl with many hoodlams and hellhounds to encounter – this is target Renegade – if it moves, it hurts!
CASSETTE
SPECTRUM £7.95 EACH SPECTRUM
AMSTRAD £8.95 EACH COMMODORE
Imagine
..the name of the game
IMAGINE SOFTWARE 6 CENTRAL STREET MANCHESTER M25NS

FUTURE SHOCKS

Ooooo-eeerrr, spooky shivers all round as the *YS* crystal-ball is dragged out from Madam Pico's cobweb-filled room beneath the stairs. 'Oh software spirits, are there any messages about forthcoming releases? Yeeeessssssssss!! (*'Scream!' — the entire YS staff*)





GAME 2 OVER

Dinamic

Arkos is a hero. He's defeated the armies of Gremla (Empress of five planetary systems), and the imperial planet has been taken. Needless to say, a lot of people want to take Arkos by the hand and give it a jolly good shake (oo-er) — but there's a minor prob: Arkos is missing. He's been captured by Gremla's heirs and is imprisoned on the terrible jail planet, Phantis. And guess who's got to save him? (No, not 'Bob' Holness you clot, the answer is you).

Playing Major Locke, you are the key *(groan Ed)* agent in this one man mission, and quite a mission it is, too!

In phase one (which is made up of four parts) you have to approach the prison planet via Moon 4. If you get past the kamikaze alien hordes you'll find yourself flying over the volcanic area of the planet, and you know what volcanoes have a habit of doing, don't you (apart from producing pumice stone for wizard bathtime scrapes)? You'll also have to cope with homing missiles before you can plunge into the underground caverns that lead to the swamps.

From here you begin stage two (you need an access code from the end of stage one, though) and there's absolutely loads to do. You basically have to make it down to the deepest layers of the planet, destroying all in your path and collecting anything that might be of help: there's an ionic turbo laser, access medallions to allow entry through certain doors and there's even a helicopter by cracko.

Game Over II is a biggy, and it'll be out soon. 'Keep 'em peeled'.

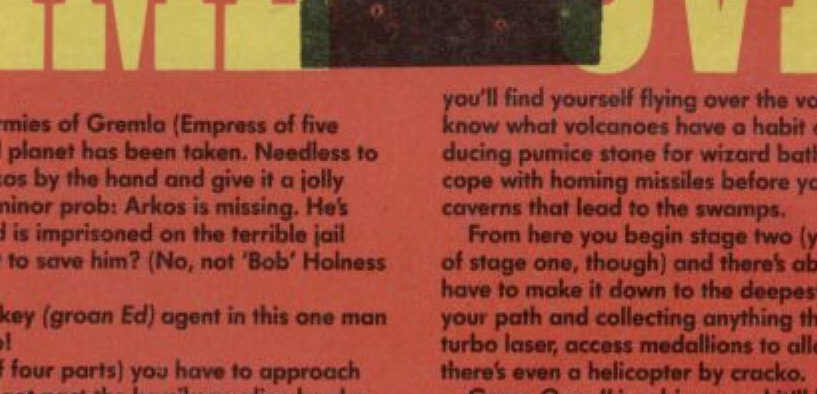
LIVE & LET DIE

Domark

Bond is back! And we don't mean Brooke Bond, — it's that man with the eyebrows in Domark's latest 007 extravaganza, *Live & Let Die*.

Dr Kananga, an evil despot who rules the tiny island of San Monique by use of Voodoo, plans to take over America by flooding it with tons of heroin. Of course it's left to 007 to defeat this overlord, which he eventually does by use of a subtle mixture of brains and lucky scriptwriting. One of the highlights of this particular Bond movie was the boat chase which took place over a maze of Caribbean rivers, and it's this sequence which forms the basis of the game.

The boat that you, as Bond, use in the chase is of course designed by 'Q' (the man behind such classic inventions as the cigarette lighter which turns into a helicopter and the rocket-launching umbrella) and comes complete with machine gun and 'Snuff' missiles. These are topped up along the way by the CIA, who also provide fuel as the journey progresses.



Those of you who want to buy your licence to kill will have to wait until November when *Live And Let Die* will be available for £8.99 and £14.99 for tape and disk respectively. At least this is what the Domark twins say and as we all know their word is their Bond — boom boom! *(Groan. Ed)*.

FUTURE SHOCKS

REX

Martech

Rex is a Mercenary, and a jolly lonely one at that. Not surprising really, seeing as he (although human in shape) resembles a cross between a rhino and a dinosaur — in fact he's a bit like a 'rhinosaur' boom boom! *(That wasn't very funny — Ed).* Anyway, although Rex has a particularly unpleasant countenance, he does occasionally do the right thing.

He's heard that there's a bit of a hoo-ha going on in a nearby land. There's a huge tower atop a plant (no not that kind of plant — we're talking building/factory type plant here, you clot) and this tower is ejecting all kinds of vile and toxic gases. His mission is to get in there and bloomin' well do something about it (nar mean?). There are loads of underground caves and rivers and things for Rex to negotiate before he can even think of breaking into the plant. Crikey.

The game has been programmed by Creative Reality, the team that brought you *Slaine, Tarzan, Nemesis* and *The Fury.* It's going to spew forth unto the land in September and the damage to your pocket regions will be £8.99 (unless you get it on disk, which will be £14.99).



GI HERO

Firebird

GI Hero is set in a politically sensitive country (adopts Ben Elton accent). Whooooaaaahh, a bit of political sensitivity, nothing wrong with that! Send in John Wayne, that's what I say, although I'd personally rather have a red under my bed than some dodgy bloke called 'Marion'. Whoooaahh, that's right, have a dig, have a dig, cos the old bloke can't answer back seeing as he's popped his clogs. Whooaahhh, clogs, there's a funny shoe . . . *(enough Ben Elton, thank you very much — Ed).*

Anyroad, playing the GI hero, you have to infiltrate this politically sensitive country and retrieve some



peace documents that have been stolen by a Pentagon mole *(Little furry creatures in the Pentagon? Whatever next? — Ed).* You parachute in with your faithful companion 'Killer' the dog, who then get's himself lost (faithful, but immensely stupid), which means you've got to find him. Then you've got to get through the enemy camps and past the guards to re-capture the documents.

GI Hero is on the streets as you read this, so pick up £7.95 and go get it.

RAMBO III

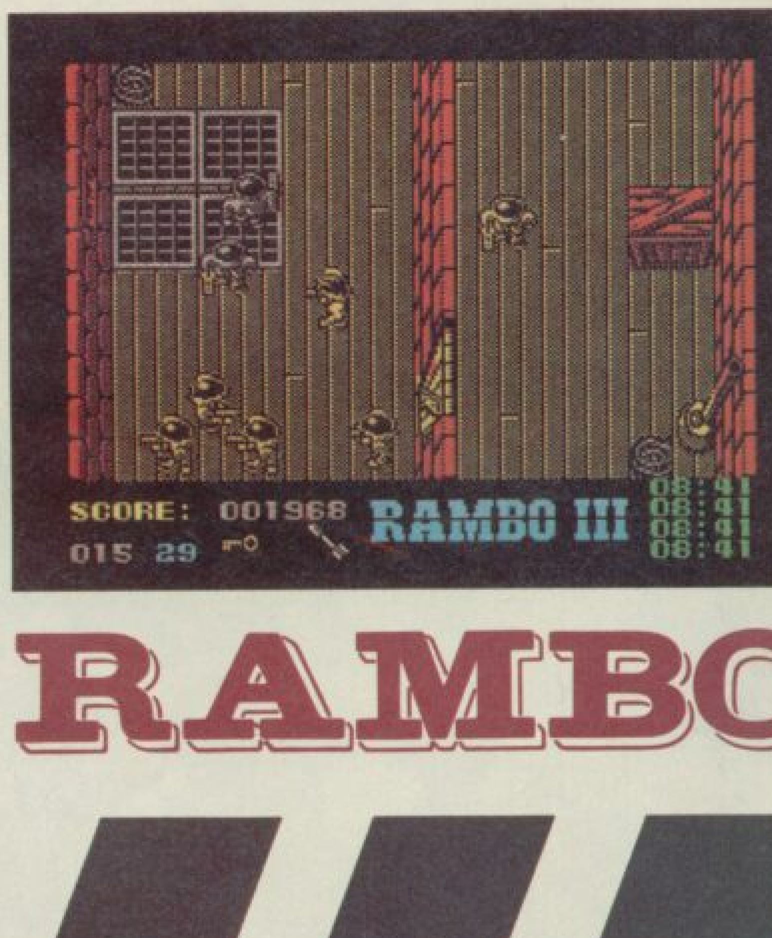
Ocean

Okay Stallone freaks, here's the one you've all been waiting for. The game of the film that cost $60 million to make, but only one cigarette packet to write the script on. In fact, Sly says so little in this latest *Rambo* movie that someone with a pocket calculator worked out that he was paid roughly $100,000 for each word — nice work if you can get it!

Having said that, the plot may not win any literary prizes, but it's perfectly suitable for converting to a computer game — and that's exactly what Ocean has done. And its efforts look pretty good too — better than the movie even, and it's not often you can say that.

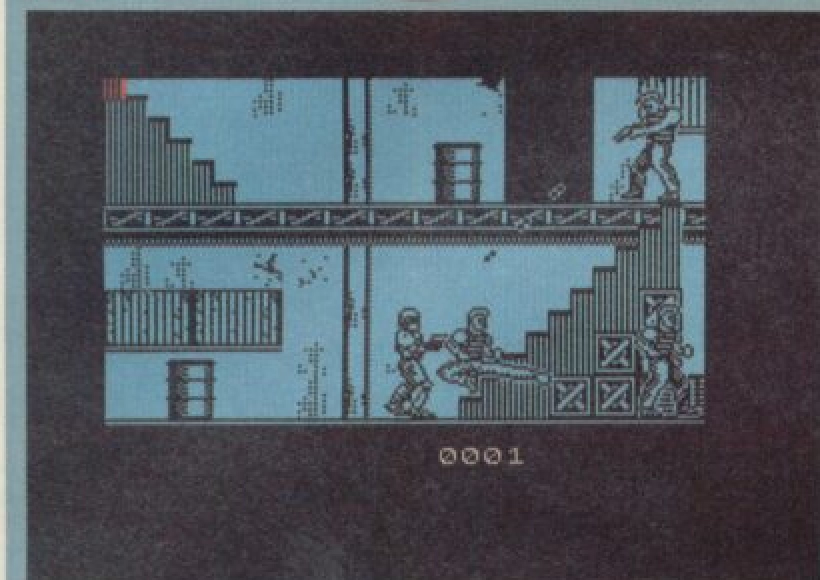
The game is a mulit-load, split into three parts and following the original storyline quite closely. In a nutshell, you are John Rambo, taking Afghanistan by storm in an effort to rescue your one-time boss, Col Troutman. The two 3D sections pit you against the advancing mass of the Red Army, while the middle section gives you an overhead view of the action and involves searching a heavily-guarded prison compound for the captured officer. The middle section involves a lot of strategy and collection of weapons, including infra-red goggles and huge throbbing mega-weapons.

Rambo 3 is set for a Christmas release, which gives you plenty of time to see the movie and save up £7.95 for the cassette version and £14.95 for the disk.



FUTURE SHOCKS

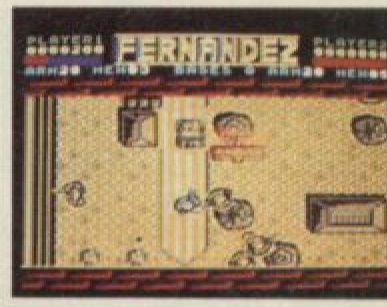
ROBOCOP



Ocean
Part man, part machine and now part computer game, *RoboCop* is set to hit the streets in early December. Based mostly on the film, but drawing its inspiration from an as-yet-unreleased coin-op, the game follows the film's structure closely, with the titanic tin man facing up to an evil gang of drug runners and a faulty police robot, Ed-209.

Coming in three loads, the game will incorporate a number of sub-levels including a shooting gallery (where RoboCop calibrates his sights) a platform shoot 'em up inside the gang's drug factory and a photofit puzzle section.

The picture above is from a very early version, but already it's looking good and the finished product should be a cracker. 'Good business is where you find it' — and you're sure to find it here at a cost of £7.95 for cassette and £14.95 for +3 disk.



FERNANDEZ MUST DIE

Image Works
Fernandez must die. Crikey, that sounds a bit harsh. What does Fernandez feel about this state of affairs — he can't be particularly over the moon about it. Does he even know? In fact, who *is* Fernandez?

Well actually, Fernandez is a General who rules the state of El Diablo after a successful military coup and you, chumbunny, are the person who has to somehow end his career. We're talking assassination with extreme prejudice here, the big A, and it's not exactly going to be a piece of cake, 'cos he's got armies, parachutists, planes, trains and jeeps. You've got to get past them all to stand any chance of 'closing the General's account'.

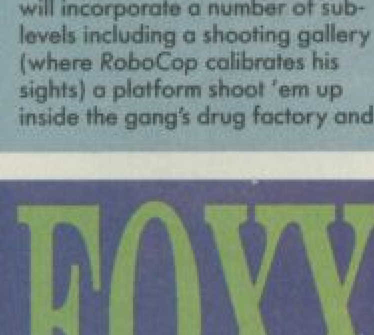
This assassination attempt sounds like quite a lark to us, but it's going to have to wait until 19th October because that's when the game comes out. Oh yes, the cash factor? £9.99 for the tape and £14.99 for the disk.

FOXX FIGHTS BACK

Image Works
Mr Foxx has had enough. All he wants to do is to scrape a meagre living from the surrounding countryside, nabbing a hen here and there — after all, it is all part of the environmentally sound food cycle (plus foxes don't have kettles, so any attempts at getting a Pot Noodle together are entirely out of the question).

Unfortunately the farmer has different ideas, what with all the barbed wire he's put up. Mr Foxx's fellow forest creatures aren't a great deal of help either, hurling rocks and nuts in his general direction. The final straw happens when he runs into a fox-hunting party. He picks up a handy machine-gun (it's terrible the way the countryside is littered with machine-guns these days, isn't it?) and turns the tables on his aggressors. In fact he turns the tables on everyone, as he points his gun at anything that moves.

Foxx Fights Back should be an absolute squawker 'cos it's been programmed by Denton Design (*Great Escape, Where Time Stood Still*), so watch out for it in late October when it will be available in all good craft shops for £8.99.



ACE 2088



Cascade
Deep space . . . the final frontier. . . an infinite expanse of clichéd nothingness — well apart from stars, planets and the odd asteroid or three. And, of course, the aliens. Yes, the aliens are back for the squillionth time and for some strange reason *you* have to dispose of them. Wonders'll never cease.

So off you zoom into the big black yonder, warping between planets and galaxies, arming your fighters with all manner of freaky weaponry and dispatching them off to fry alien. Then (and only then) can you launch towards the planet, steer through the asteroids and small dust particles and then in true hero-like fashion liberate the world. Yaaaaayyyyhhhh!

With its 3D views, complex status displays and super-fast planetfall sequence, this makes to look like a hybrid of *Elite, Mercenary* and the ancient *Timegate*. It will be rocketing into your shops on November 1st, in plenty of time for Santa, priced £9.99 cassette, £14.99 +3 disk.

FUTURE SHOCKS

SPITTING IMAGE



Domark

Wave a chicken in the air, stick a deckchair up your nose . . . and when you're finished doing that check out Domark's computerised send-up of TV's hardest-hitting satirical programme. Yes, that's right, after a false start a couple of years ago Domark has now come up with the official licence for *Spitting Image* and is currently programming the game which promises to be as much fun as the show itself.

The game revolves around six characters who want to take over the world; the Pope, the Ayatollah Khomeni, Mikhail Gorbachev, Margaret Thatcher, PW Botha and Ronald Reagan. Your job is to stop them, because after all who on Earth wants a puppet in charge? Watch out though, like their TV counterparts, these characters fight dirty — Thatcher spits in people's faces, the Pope is a dab hand with the fire extinguisher and we're not sure that we'd like to tell you what Mr Botha gets up to.

The left-to-right scrolling gameplay takes place in front of some of the world's most famous landmarks, including 10 Downing Street, The Kremlin (watch out for the Russian Disco Championships) and The Vatican. *Spitting Image* will splat all over the streets some time in November.

A NEW BEGINING
TRIVIAL PURSUIT

Domark

OH NO! Not more *Trivial Pursuit!* But wait this version is different — very different. It involves space flight, the end of the world and the eventual saving of the human race . . . and all of this is accomplished by answering questions such as 'what's interesting about the letter 'F'?'

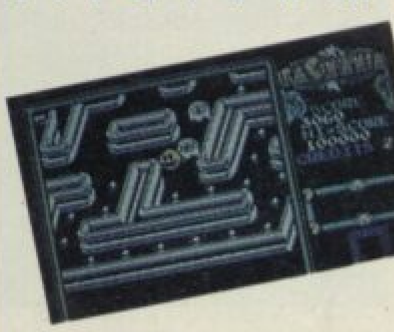
For this latest version of the classic board game, Domark (the company behind the original *TP* computer game) has decided to completely forget the original idea and has instead come up with a totally new game. This new game stays faithful to the idea of answering questions and collecting objects to win, but combines it with classic computer games ideas such as space flight and exploration.

The basic idea is much the same, with six items to be collected and a final question to be asked. These items are found by landing on planets and answering the questions put to you by the local aliens. Instead of the standard sections of a circle, the six objects to be collected in *A New Beginning* are luxury household items such as ghetto-blasters and video recorders. Each of these is hidden in a separate galaxy, and each of these contains up to 50 planets so there's a whole mini universe out there to be explored — and you never know where those goodies are going to be hidden.

Programmed by Oxford Digital, *A New Beginning* looks like being an ingenious and captivating adaptation of a tried and trusted game. Don't miss it when it hits the streets sometime in October.



PACMANIA



Grandslam

Question: What's round, eats lots of pills and bounces up and down? Answer: A fat hypochondriac on a pogo stick (haw haw).

Actually, there is another answer as well — the ball in *Pacmania*. Remember *Pacman*? The game where you played the little ball who had to zoom around mazes, munching pills and avoiding the ghosts? Well, it's back (back back back), but better than ever, in 3D, and it's called *Pacmania*.

The aim of the game is much as it was before, insofar as you're still zooming around mazes, gobbling up all the goodies you can get in your mouth while trying to avoid contact with the ghoulies (oo-er). However, this time around you don't always have to do a runner when a ghost crops up, cos (thanks to the 3D) you can do a nimble little 'sproing' and leap over it.

There are several different scenarios to munch your way through, such as Blocktown, Pacman's Park, Sandbox Land and the Jungly Steps. As you can see from the screens, Pacmania looks absolutely wazzy, and you'll be able to get your digits on it in September. The shekel count will probably be around the nine quid mark. Boing boing boing.

Letters



WRITE TO THE ED, *YS*, 14 RATHBONE PLACE, LONDON W1P 1DE

Star letter winners receive three games! All letters win a YS badge.

GRASS CUTTINGS

My spies in the Amstrad (hiss) CPC camp came up with this cutting. Somebody somewhere is telling megaporkies — I think we should be told . . .
Nick Cheesman
Borden, Hants



So do I. Will the culprit please come forward and explain. **Ed**

GARDENER'S WORLD

We would like this opportunity to inform your readers of the Australian version of *The Advanced Lawnmower Simulator*, as reviewed in the April issue of *YS*.

We are calling it *Flymo Action* as ours is an electric version and we are confident that it'll live up to the high standards already set in this demanding form of computer game.

Some of the features will include variable cord length, international voltage setting e.g. 110 volts, 240 volts etc. and a random lawn generator. We will also be supplying expansion modules of various lawn types and climates. The 128K version will include a random weather generator which unfortunately cannot be squeezed into the 48K version.

As an incentive we will also be including, free of charge to the first 100 orders, a 20 foot extension cord.
J J Ball, Manager
Gardensoft, Australia

Sounds like a bargain too good to miss. I hereby place the first hundred orders. Give the games to a charity and send me a 2000 foot extension cord. **Ed**

NEW GROWTH

After following the Gardensoft saga for many months I have decided to put pen to paper. I am the Managing Director of the rival company to Gardensoft, Loungesoft. Our many releases include *Professional Sofa Simulator, Advanced TV Simulator* (with free remote control) and *Stereo Simulator* (CD or vinyl disk versions). We are also opening a new sister company called Bedroomsoft but we haven't got any of our games past the Board Of Censors yet. After seeing all the trouble IJL Griffiths had I would like to ask him whether he would be interested in becoming an in-house programmer for us? We are a very long established company offering excellent pay and I would be grateful if IJL Griffiths could contact us via *YS*.
CJ Cox, Loungesoft Games
Beckenham, Kent

You could be having a few copyright problems yourself with the Professional Sofa Simulator, *as Gardensoft released a* Chaise Longue Simulator *in May, on their budget label, Grass-Box.* **Ed.**

DOODLEBUGS

Cool doods doodle for a doddle — so get scribbling! Send your masterpieces to

Doodlebugs, *YS*, 14 Rathbone Place, London W1P 1DE.



Okay who's responsible for this? C'mon punk make a confession. Oh, so it's Robbie Lesiuk from Falkirk, Scotland. Can you spot the smiley faces?



And the second oinky offering is from Victor 'Spider' Bell of Clifton, York. What a porker!

Letters

SUPERGRASS

It's true. I became very friendly with the director of Gardensoft and I'm going to sell my story to the *News Of The World* and *The Sun*. Though for the price of one *YS* badge you can have an exclusive. Okay here it is: Ronnie babes (oops) and myself were having a little drink and he asked me round to his flat to show me something. When we got there he showed me the pilot copy of *Advanced Lawnmower Simulation*. At that point the incredible synthesised speech and brilliant logo told me that it was non other than *Qualcast Roto-mo* by IJL Griffiths. Ronnie told me all about his scandalous plan to change the title and gain copyright and begged me not to tell anybody. I am therefore prepared to testify that IJL Griffiths is the sole owner of this game.
Bimbo Baby (alias John Hunt)
A Secluded Villa In Spain

It's a deal. You get one YS badge, I get the exclusive. Not a very good businessman, are you? You could probably have got 10 to 12 thousand pounds from The News of The World. **Ed**

LITTLE STINKERS

I have a tip for *Program Pitstoppers*. Was there ever a time when you had to go to the toilet/answer the phone in the middle of typing in a really long program only to return to find your little brother/sister had NEWed the program on you? Well, I have the answer. Just type in RANDOMIZE USE 1302. This imitates something loading into the Speccy so you can pretend you are loading a game for them.
Stephen Gallagher
Co. Kildare, Eire

Do you have something that'll stop Phil eating my sandwiches when I nip off to make a cuppa? **Ed**

TAKE THAT

I want to take you to task over your Megagame Previews. How on earth can you possibly know a game that hasn't been released and therefore hasn't been finished is a Megagame? After the Out Run debacle where you did a Megagame Preview on it and then gave it an 8 in a later review. I hope you have learned your lesson.
Chris Mileham
London

Now let's get this straight! We have never ever given an unfinished game a rating. All unfinished products are previewed — those that we feel are likely to be good quality, chart topping games (like Out Run*) are often given a Megapreview. Although we called the* Out Run *piece a Megagame Preview that was a mistake it should have read Megapreview. You'll notice we didn't rate it because it was not complete. We later go on to review these products when they are ready to go on sale. They may well be rated as megagames or if we don't think they're good enough they won't. We do this to ensure that YS readers always get a fair deal — every game we review is the product you'll be getting if you buy it, not a demo or screen or incomplete product. Okay?* **Ed**



TRAINSPOTTER AWARD

USE YOUR LOAF

I am a trainspotter of the greatest kind — I spot mistakes. In the March edition of your wonderful magazine on page 22 it says that Meatloaf wrote, 'You give lunch a bad name'. Although Meatloaf are a brilliant band they didn't write that, but they did write and sing 'You give love a bad name'.
Richard Peters
Portshead, Avon

Talk about meat head! I think you got the wrong end of the cleaver. The chart was about songs with the word love in replaced with lunch. Oh never mind — here's a Trainspotter Award to keep you quiet. **Ed**

WELL DICEY

The number of spots on opposite sides of a dice add up to seven. Your dice in the *Guild Of Thieves* review had the six and one next to each other. Can I have a Trainspotter's Award for noticing this please?
Nicholas Young
Saddleworth, Lancs

Well spotted! A Trainspotter Award is chuffing it's way to you as we speak! **Ed**

BRAINSTORM

Please load this tape with either LOAD "" or 128K Tapeloader. Please note it isn't meant to be nasty, just satirical.
Dean Ashton
Scarborough, N. Yorks



I get the message! All I can say is I apologise profusely for the delay in staging the YS/US Gold Golden Brain Awards. If you can remain patient for a little while longer we will be sending you details of where and when it will be held. **Ed**

FEELING LISTLESS?

Oh dear what ever has happened to your magazine? I used to get YS in the early 80's (*Groovy baby! Ed*) because it was full of listings and cheap.

What we have now is a glossy magazine full of adverts, reviews, tips, previews, hints and POKEs. I've just got myself a 128K and would dearly like to see some listings again. I see that even *SU* don't do listings anymore.

I know that costs have gone up but there must be someone ready to publish their work for others to enjoy.
JG Gibson
Penzance, Cornwall

I wonder about some of you lot sometimes. Surely it hasn't escaped your notice that we're the only Spectrum magazine that runs three pages of your programs every month? If you keep sending your routines in we'll keep printing them. **Ed**

MMM LOVELY!

On the whole I'd rather be in PHILADELPHIA.
Lorenzo The Unlucky Woodchuck
Plymouth, Devon

On the whole I'd rather be anywhere but here! Arrrggggghhhh! **Ed**

YS HORRORSCOPES by Madame Pico

ARIES
(Mar 21 – Apr 20) Thanks to the appearance of Neptune in your sign, this month is going to be a disastrous one for doing anything that begins with the letter 'P'. 'P'laying computer games is out, as is 'P'assing the salt to Aunty Beryl. You'd better avoid fluids.

TAURUS
(Apr 21 – May 21) Mars shifts back a few million miles into the asteroid belt later this month. However, this shouldn't concern you because your lucky colour is orange and your lucky vegetable is the swede. Lucky you!

GEMINI
(May 22 – Jun 21) You'll be having a lot of trouble getting your bath or shower water to the right temperature. No amount of fiddling will get the result you want, so don't bother. In fact its probably for the best to give personal hygiene a miss for the month. Lucky TV programme is *Terry And June*.

CANCER
(Jun 22 – Jul 22) A good month for finding things sellotaped under other things, so it's probably a good idea to walk everywhere on your hands and knees. Lucky jungle animal is the springbok.

LEO
(Jul 23 – Aug 23) It's always a brilliant month for everything with Leos, and this month is no exception. You'll be finding loads of fantastic things and going on thousands of holidays with the rich and famous.

VIRGO
(Aug 24-Sep 23) This month's lucky colour is quite a complicated one and hasn't actually got a name. It's the sort of colour only primary school children can manage to create (when mixing powder paint). It's a sort of mixture of everything that doesn't go together. It's a sort of . . . er, blleecaarfffgghhhh!!!

LIBRA
(Sep 24 – Oct 23) Keep an eye out for TV repair vans this month. Carry a notepad with you and jot down each encounter, then, at the end of the month write a letter to the Prime Minister saying: "The number of TV repair vans I have seen this month is . . .".

SCORPIO
(Oct 24 – Nov 22) A very good month for being 'handy' at things. You will be 'handy' at putting up shelves, 'handy' at mending radios, 'handy' at putting on duvet covers etc. Unfortunately at the end of the month you'll suddenly become totally crap at everything again. Lucky insect – the bee.

SAGITTARIUS
(Nov 23 – Dec 21) Romance is in the air. Unfortunately you haven't got a helicopter, so you can't get it. Your lucky item which is produced from trees is cardboard.

CAPRICORN
(Dec 22 – Jan 20) Not a very lucky month for Capricorns. You try to break into the dizzy world of advertising again by sending a slogan for Oven Chips to an ad-agency: "It's not just a chip – it's a YUM stick!!!" You get a letter back telling you to stop wasting stamps. Unlucky vegetable, the potato.

AQUARIUS
(Jan 21 – Feb 19) Jupiter moves this month into your first house. Being, as it is, a colossal gas giant of a planet, there consequently isn't much room left for you. Out you go. Your lucky number is 23,4576.

PISCES
(Feb 20 – Mar 20) This month is not a very good month for all you 'sign of the fish' folk. The air filter in your tank will get a bit clogged up and your whole 'self contained aquatic eco-system' will start to get all squiffy.

ARACHNIUS
(Mar 47 – Mar 92) You don't exist. Go away.

Letters

HAPPINESS IS . . .

Your Sinclair is great! I used to buy *Crash* until one day I saw *Your Sinclair* and at last there was happiness in my life. That's all!

Tony Allen
Londonderry, Northern Ireland



Love is . . . curling up in bed with *Your Sinclair*.

It's more fun than a beaten up old teddy! **Ed**

DOUBLE CROSSER

Do you really want to know? Yes, that's right, I'm going to spill the beans on my best friend Rob Moorman. Doubtless he'll pummel my head into the ground but I like the look of those YS badges. Oh in case you don't know what I'm on about look in issue 32, page 16.

Rob after sealing his relationship with Lisa and the hedgehogs has now moved on to pastures new. He's now after a female sixth former called Siobhan (wahay) Lavelle. One day when she was on lunch duty he had lunch five times so he could walk past her. He follows her around in a daze and spends a fortune on roses on Valentine's Day.

Err, hi Rob. THUD!!! Quick get me a straightjacket, get me a doctor. YIKES!!!

S Westaway
Ward 15, Visiting times 3-5pm

Some kind of friend you are! Poor old Rob sounds like he's quite a romantic chap — I wish someone would send me roses (hint, hint). I only hope that Siobhan will notice him soon. In fact I'm sure she will after all those extra dinners he keeps having. **Ed**

NETWORK TRAINSPOTTER

TO YS STOP THEY ARE SPREADING STOP ONE CAUGHT BY KEEN PHOTOGRAPHER STOP EASILY IDENTIFIED STOP FADED CORDS STOP KAGOUL STOP OPTIONAL NOTEBOOK AND/ OR CLIPBOARD STOP BEWARE THEY COULD APPEAR NEAR YOU STOP

Gary Chase
South Croydon, Surrey



Ugh! I agree that this is definitely a trainspotter in the making though he's got a long way to go before he becomes a fully fledged member of the TA's (that's Trainspotter's Anonymous).

Once the spots, scarf and boils on the neck have set in, there'll be no saving him from a fate worse than Casey Jones beefburgers. **Ed**

Small Print

Will someone tell the man in the Trainspotter picture that he's about to get run over by a high speed train?

Robert Wilkins
Carmarthen, Dyfed

Perhaps he wants a one-tracked mind. **Ed**

I've no idea what a screwdriver is.

Craig Newlyn
Herne Bay, Kent

So you won't know what a screw is either! **Ed**

Did you know that the gross sentence "U HOT LIPS PHIL" is an anagram of Phillip South?

Jon Winter
Falmouth, Cornwall

It's not surprising that you come from foul mouth. **Ed**

SHE DEVIL

I hereby serve warning to all male members of the YS staff that Teresa Maughan, when rearranged becomes:

UG! SHE A MAN EATER

Paul Cardin
Wallasey, Merseyside

Funny I must say! Did you know that your name is an anagram of PLAIN CRUD? So there! **Ed**

IVOR THE ENGINEER

After several weeks of tapping phones, bugging rooms and house surveillance I have found the trainspotting bigwig. A man so evil that he organised a day trip to the Nene Valley Railway for the whole of a junior and infant school. Who is this vile creature? He is none other than Peter Waszack (*Who? Ed*), the school librarian of St John Fisher school in Peterborough. The sadistic man even had a book published about trains! How evil can you get?

I dare not take a photo of him because if he found out I may be forced to stand alongside him watching those Intercity 125's pass by. Arrrrrrrrrrrrrggghhh!

I can assure you he looks the part though with those infamous NHS specs, the bogey green cardigan and the quarter to three walk. Could you send him a Trainspotter Award and expose him to all.

Danny 'A man frightened for his life' Brien
Gunthorpe, Peterborough

Unfortunately Danny Brien met with an unfortunate accident on platform three of Didcot station. He was last seen alive eating a BR BLT. Any member of the public who spots him should not approach this man as he is dangerous and may be armed with a deadly BOAC bag. **Ed**

BIMBO NEWS

I bet you can't guess what I'm writing about (*Oh yes I can. Ed*). All those people complaining about your *Vixen* and *Barbarian II* covers should 'Get lost'. It may not have dawned on them that the stars of these two games are women — that's what women have got to do with computers. I mean, what has a topless bimbo got to do with the news?, but does that stop *The Sun* and does anyone write outraged lettes to Rupert Murdoch? Nope! Ta ra.

Gavin Thomas
Ebbw Vale, Gwent

PS It's a great mag and I'm an Amstrad owner!

I entirely agree with your point about Page Three bimbos being shown in rags like The Sun, News Of The World *and* Sunday Sport. *You don't find these on the 'top shelf' and the pictures are far more offensive than any of the covers we've had on* YS. **Ed**

DRIBBLE, SLURP

I was just flicking through the May issue when I noticed the Crazy Compo which I had intended to enter. It's now too late but I would really do anything for a signed photo of Corrine Russell (*Vixen* girl). I would pay a stack of money or give you anything you want for a poster or photo of the lovely girl — I've been a fan of hers for years ever since she was a dancer on the Kenny Everett show. I'm 15 and may be suicidal if I don't get in touch with her somehow.
I AM PREPARED TO PAY!!!!!!

Colin Frazer
Armagh, Northern Ireland

PS I've been with *YS* since the first issue.



The question is HOW MUCH? I happen to have a rather nice signed photo of Corrine sitting here beside me awaiting a kind and loving home. Make me an offer I can't refuse and I'll send you the photo. That'll do nicely. **Ed**

KINDLY LEAVE THE STAGE

Boy have you lot got warped senses of humour. This month's well crappy jokes from **Paul Murren**, **Paul Burnley** of Shipley and **Nigel Bourton** of Newport will have you in stitches — and that's if you don't laugh!

Q: How do you sink an Irish submarine?
A: Knock on the door.

Q: How do you keep an idiot in suspense?
A: Tell you tomorrow.

Q: Excuse me Sir are you a piece of string?
A: No I'm afraid not!

A frayed knot, geddit?!

Do you know any jokes that are worse than these? You do? Well, whaddya waiting for? Send them to Kindly Leave The Stage, YS, 14 Rathbone Place, London W1P 1DE. There's a glistening YS badge for every one printed!



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DIVING

DOUBLE DRAGON



WIN TWO SEGA SYSTEM'S, PLUS 20 COPIES OF *DOUBLE DRAGON!!!!*

If you haven't heard of the arcade beat 'em up, Double Dragon you've either just arrived on this planet or you're just plain stupid. 'Cos we're talking about the biggest and most popular arcade game in the universe. Probably.

Your girlfriend has just been kidnapped and you the hero (otherwise known as Mug) must go single-handedly into the fray to demolish the entire gangster population. With awesome graphics, superb gameplay and ear-watering sound this is one coin-op that's a joy to play, a jewel to listen to and as addictive as lunchtime Neighbours.

It just so happens that Melbourne House has copped the license to this incredible game and is presently attempting the daunting task of squeezing it into the bite-sized Speccy. And if you want to see how it's managing, have a butchers at the Megapreview on page 74. Impressed eh? Well you'll be even more phased when you hear what we're offering in this well groovy compo.

GREAT BALLS OF FIRE

Crikey! There's a Sega Games Console complete with a brand new Double Dragon cartridge for the lucky winner, and the 20 runners up get a Spectrum copy of Double Dragon. Are we crazy, demented, screwy, fruity, batty? No, we're just Your Sinclair — as flat as a banana and twice as yellow! But how do you get your grubby little mawlers on these wonderbubble prizes!!!

BAGGIN' THE PRIZES

Easy as pie, simple as gateau and as straightforward as a hob-nob. All you have to do is take a long lingering (Cut that out! Ed) look at the pictures below and tell us which is the odd one out. For the hard of thinking that means — the one that isn't a dragon or doesn't have anything to do with dragons. Got that? Super! Simply fill in the answer — so if you think picture 'a' is the odd one out write 'a' in the coupon. There's no dragon the wool over your eyes is there? Then pop the whole lot, or a photocopy, into an envelope and write your answer on the back to be doubly safe. Please send your entry separately as we cannot accept multiple entries (fnar). Send them to the NEW ADDRESS — Double Take Compo, Your Sinclair, PO Box 320, London N21 2NB.



RULES

- *Gangsters working at Dennis Publishing and Mastertronic may not enter this competition unless they want to be found at the bottom of the Thames with their concrete moccasins still on.*
- *Entries coming in after the 30th October will be found at the bottom of the Thames with their concrete moccasins still on (the mob have no imagination).*
- *Anyone hassling the head hoodlum herself will be found at the bottom of the Thames with their concrete moccasins still on (see what I mean?).*

You can't call me stupid 'cos I know the answer — so ner, ner, ner! Picture . . . is the odd one out.

Name ....

Address ....

.... **Postcode** ....

ALL WILL BE REVEALED . . .



DON'T MISS!

- Part V of *Smash Tips* — the definitive Spectrum gamesplayer's guide.
- Reviews and previews of all the new releases — *Operation Wolf, Carrier Command, Game Over II, RoboCop, Afterburner, Live And Let Die, Thunderblades, Street Fighter II* and *Mad Mix* — the exciting new Pepsi challenge game.
- Win four radio-controlled trucks!
- Battle of the joysticks — we declare the winner!
- Two pairs of tickets to go Go-Cart racing for a day must be won.
- Plus, much, much, more!

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. . . NEXT MONTH IN YS!

OUT ON SALE 11TH OCTOBER — LOOK OUT FOR IT!

EXCLU

DU

Yes *YS* has done it again. Remember *People From Sirius?* Remember *Blind Panic?* Remember *Batty?* Remember . . . but we'd be here all day!

Anyway, suffice to say we've boldly gone where no other Spectrum magazine would dare to go. We've got our hands on an EXCLUSIVE (read that again, it's guaranteed) and absolutely *ber-illiant* arcade/adventure from Dinamic that's never been released on the Speccy before. It's called *Dustin* and it's great. Unlike other cover mounted games we could mention, which are often a bit of a let-down.

You know the dilemma, in the newsagents, browsing along the shelf, when you see the boasts on the cover — "THREE INCREDIBLE MEGA SNEAK PREVIEWS PLUS ONE PLAYABLE DEMO PLUS ONE COMPLETE GAME". Can this possibly be true? Well it maybe but that doesn't mean you'll ever load it into your Speccy more than once. You'll get three screenshots, a brief demo which will make you buy or not buy the complete game (either decision making the demo immediately defunct) and an 'exclusive' game

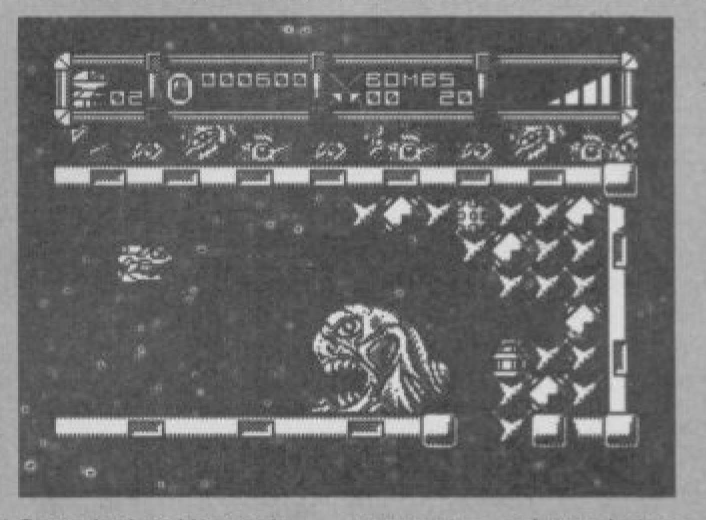
- **Tobacco, whiskey, money** — you'll find these on the guards and can use them to barter with other prisoners. All you have to do is select the object and then press fire.
- **Watch** — this'll help you keep track of the time, but the guards like watches.
- **Pass keys and cards** — apparently once you've got these then you can open any door in the whole prison. But getting them is a pain. Guards carry the cards and prisoners have the keys, and it's said that they'll be confiscated if you're caught.
- **Lighter** — once you've got this you can light the TNT cartridges (luverlee!)
- **Bone** — according to some information, outside the prison are a load of panthers, so if you ever get outside be sure to carry a bone to distract the nasty cats.
- **Statue** — this is very important for escaping evidently, can't see why.
- **Antidote** — will stop you from being bitten by snakes in the jungle.

There are also quite a few weapons around the place. You can get them from the guard or convicts.

- **Stick** — police carry these for bashing you with. They only last two blows though.
- **Gun** — police carry these as well, but there's only a few shots in them.
- **Bulletproof vest** — guess what this does!
- **TNT** — once lit this will blow up every guard on the screen. Wow!
- **Hammer** — a brilliant weapon that can't be confiscated by the guards. Just wait until I get my hands on that (hur, hur!)

AND THERE'S A PLAYABLE DEMO ON SIDE 2.

CYBERNOID II



Wow! Cop a look at Hewson's fantastic sequel to the chart-topping *Cybernoid The Fighting Machine, Cybernoid II — The Revenge*. If you thought *Cybernoid* was a real finger jerker of a shoot 'em up then you'll be even more impressed with the follow-up. And it just so happens that you can judge for yourself 'cos we've got the whole of the first section for you to gawp at — and even better, play!!!

The Revenge features major new weapons like Yo-Yo bombs, terrain following missiles and a boomerang blaster!! (Fnar!) If you're into blasting aliens *Cybernoid II* is guaranteed to keep you happy as Larry for hours. See for yourself! And we've got a full two page preview of the complete game on page 74.

...LUSIVE YS GAME — IT'S THE BEST EVER!

...USTIN

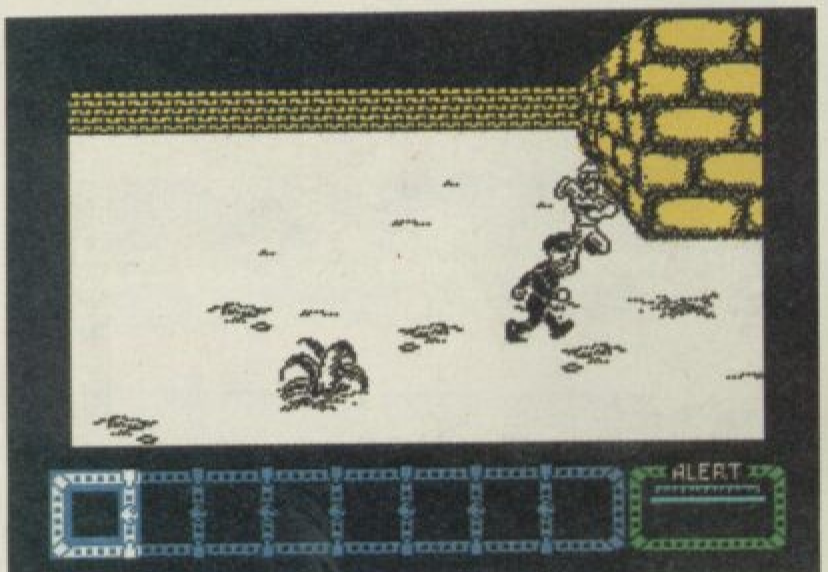
that (a) makes mowing the lawn seem interesting, (b) you've already got, or (c) both the above. Yaaaaaarrgghhh!

But here at *YS* we have a different policy — complete new full price games that are so addictive you'll never eat again. Take *Dustin* for instance . . .

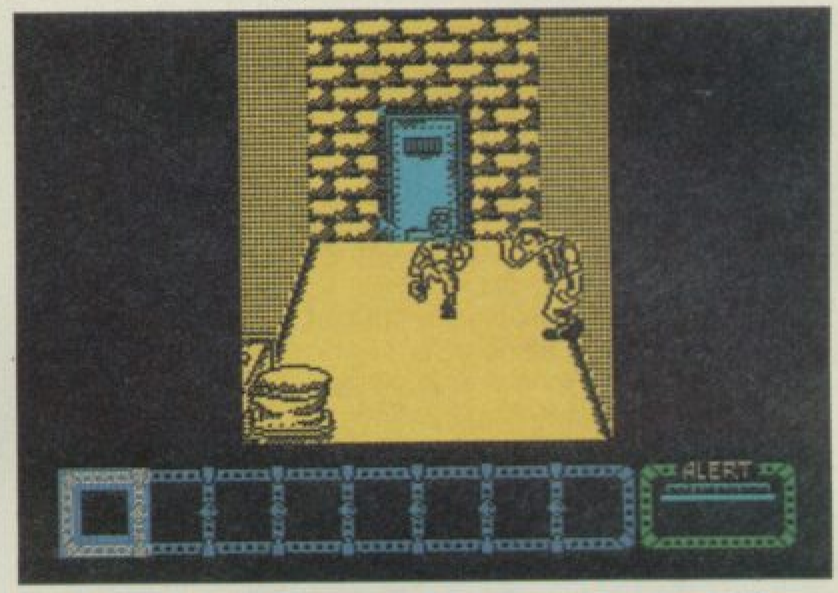
Dustin's a bad lad. He looks like a neanderthal, but is less intelligent. He's got HAT tatooed on his knuckles (it should have been HATE, but he started on the wrong finger and ran out of space). He's spent his life being dishonest, stupid and downright aggressive — but now he's been caught. The authorities have, in their wisdom, put him where he'll no longer prove a menace to society, into WAD-RAS — a high security prison for murderers, psychopaths and *3-2-1* viewers. Thick as Dustin is, he's not too thick too realise that he doesn't like it in there. Which is where you come in 'cos you've got just three hours to spring him from the joint.

There are a few things that might help you out a little bit. You can stroll around most of WAD-RAS to your heart's content, as long as you don't do anything naughty (oo-er) to a guard. If you do, then you'd better avoid all the other guards, because they might just bung you back in your cell — losing you twenty minutes. And they'll confiscate anything you've managed to 'pick up' so far. Oh, and it's not a particularly good idea to walk into any of the restricted areas, because the same thing will happen. There are loads of objects around that have to be bartered or (rant) beaten out of people. We're not going to tell you what they are, though. Oh, alright then. Maybe we will.

Pretty simple huh? Oh, and before we forget — us prisoners at *YS* have had a whip round and come up with a wacking prize for the person who sends us the first map of the game. There's five recent games up for grabs for the winner. But, since we'll be in here and you'll be running free out there, you'll have to send your entries to As Free As An Albatross In Orbit Compo, *YS*, 14 Rathbone Place, London, W1P 1DE. The first entry wins. So get mapping!!!



You can wander the compound at will as long as your 'alert' indicator isn't building up — if it is then avoid those guards like the plague.



Here we are in a cell. Please note the customary large metal door (unlocked), boring walls (brick) and the loo . . . LOO!? Still, that sleazy, dead casual prisoner there might be more compromising if you gave him something to smoke.

| FOLD | | FOLD

DUSTIN

CONTROLS

Q/A – up/down
O/P – left/right
ss – fire
ENTER – abort
M – select object
SPACE – drop current object

YOUR SINCLAIR

EXCLUSIVE TO *YOUR SINCLAIR*



PLUS CYBERNOID II

Cripes! A completely playable demo of Hewson's stunning new shoot'em up.

Cybernoid II © *Your Sinclair*/Hewson

HOW TO PLAY

Dustin is imprisoned. You must get him out. Easy huh? Not so. Guards, hardened convicts, cannibals, panthers and snakes all wait to hamper his escape attempt.

You must direct Dustin through the prisoner's barracks. Formed by three main passages full of cells and remand rooms, try to find either of the two exits in the yard. This yard has exits to the armoury (where TNT can be found) and to the restricted northern barracks.

Every room in the northern barracks is a deadly trap — hang around in one for too long and bang! the alarm system's weapons are activated with fatal effect.

Once you've attained the outside, you must cross the ditch and escape across country. The only way is through the forest, and who knows what lies in wait there . . .

Dustin © *Your Sinclair*/Dinamic Software

TAPE TROUBLES

If your copy of *Dustin* fails to load — even when you've tweaked the old azimuth alignment screw — than send the tape in a large, strong envelope to Dustin Returns, PO Box 320, London, N21 2NB, making sure you enclose a similar stamped addressed envelope with at least 18p on it.

Please don't phone the office or send your game here as we cannot deal with it ourselves.

This exclusive copy of *Dustin* is available on all copies of *YS* everywhere. If you're one of the clever ones with a subscription it comes absolutely FREE!

DOU

Taito's fabby arcade beat 'em-up squeezed into a Spectrum? *Duncan MacDonald* dons his pot-holing gear and clambers in after it to check out the facts.

What would you do if you were approached by a strapping seven and a half foot tall muscle-man, demanding that you tell him the time? Would you say "what's it to ya," and head-butt him in the chest? Probably not.

And what would you do if a deranged tyre-fitter came running at you, foaming at the mouth and wielding a rather solid looking wrench? Would you confuse him with a body-swerve and then take him out with a deftly timed rabbit punch to the solar plexus? Ahem. You wouldn't run away, would you?

Just think of all that pent up frustration just screaming for release, but no-one to release it on (except your younger brother). Never fear, Melbourne House has got the answer, and it's called *Double Dragon*.

Converted from the coin-op of the same name, *Double Dragon* is the newest fighting game for the Speccy. It's a 100 percent pure unadulterated beat 'em up, and it's a corker.

Your 'chick' has been carted away, before your very eyes, by two burly thugs. You can't run away (the screen won't scroll in that direction), so you may as well do the honourable thing, and bloomin' well go and rescue her. Guess who's going to try and stop you though — everybody (' Oh no! ' — several thousand *YS* readers). Oh yes! Each scrolling street scene is packed full of yobbos and psychopaths who are hell-bent on kicking the pips out of you. They punch you, shake you, grab you from behind (oo-er) and kick you in all the places you can imagine (and some you'd probably rather not). Some of them have weapons: iron bars, monkey wrenches, clubs, whips, knives — there's even one unpleasant fellow who picks up a giant oil drum and attempts to knock you into the ground with it.

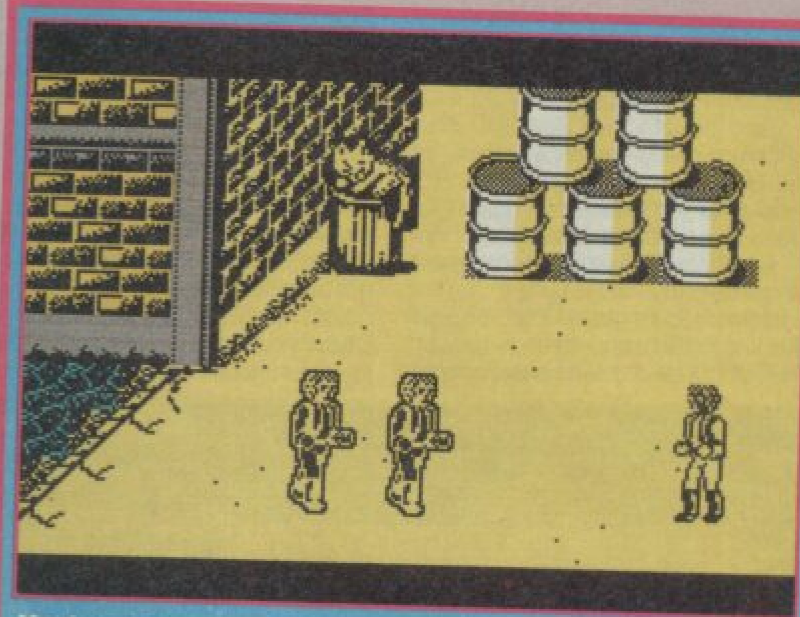
However, all is not lost, 'cos you're a little bit 'handy' yourself, plus (quite a big plus actually) you can pick up any weapons that get dropped during a scrap and use them yourself. As in real life, a knife will 'close the account' of anyone foolish enough to become impaled on it much more quickly than, say, repeatedly lashing them with a whip. So, in the unlikely event of one of your attackers dropping an avocado to the floor, while another drops a baseball bat, it would be a wise move to leave the fruit where it is.

Hack and kick your way through the three large levels (there may be even more on the 128K) and you will eventually be confronted by the kingpin, the boss called Big Willy (fnar fnar) who totes a machine-gun. Oh dear.

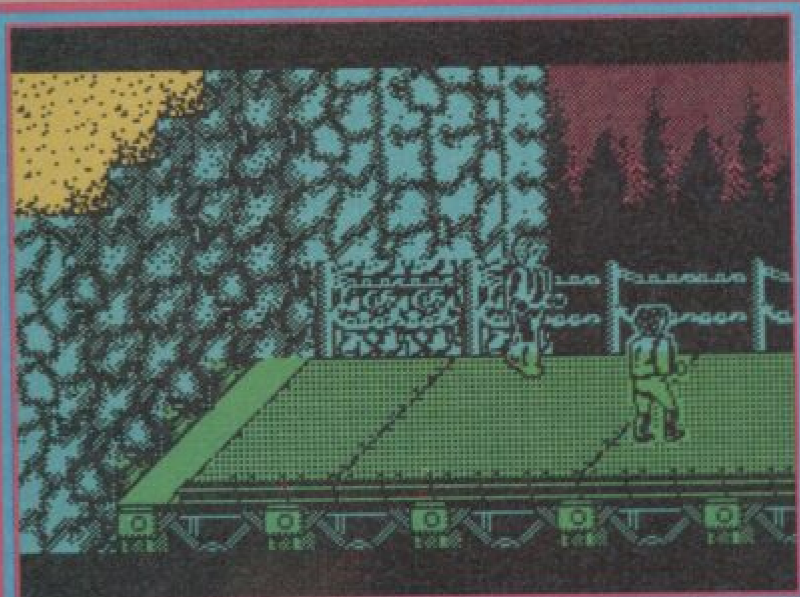
The atmosphere of the graphics from the coin-op has switched well from the big machine to the Spectrum, but obviously the backgrounds have had to lose a bit of colour (somethng I'm sure we're all perfectly used to by now). All the original adversaries have miraculously been crammed in, and there's also still the one or two (simultaneous) player option.

If you're a beat 'em up fanatic, then this is going to be *the* game for you. It's firmly in the mould of *Target Renegade*, but looks as though it'll be even tougher. Hang on a mo, someone has just walked innocently past me. Oy, you spilled my pint! (Biff).

FAX BOX
Game .... *Double Dragon*
Publisher............ Melbourne House



You're on the street! Oh look, here come a couple of chums looking for a merry time (Oh no they're not — bundle!!!!).



Inside the factory. Hey, there's no point running away, come back and fight — bundle!!!

The Weapons:



Baseball Bat: A long wooden instrument once used by 'Babe' Ruth. Useful for taking out the smaller enemies, but it's a waste of time using it on some of the others.

The Whip: A long 'prey' accessory carried by the women. It takes quite a few lashes with this to pop someone's clogs.

Knives: Very useful little items, these. Throw one at a confused opponent and he'll definitely get the point (*You're fired — Ed*).

Boxes, Barrels and Rocks: These lie around masquerading as scenery items, but you can pick them up and bung them around if you want.

Dynamite: Don't pick this up — unless you want to trade in your hands for stumps.

DRA

UBLE



Oh dear, trapped on a ledge. There's only one way down you know, and that's er, down. Bundle!!!

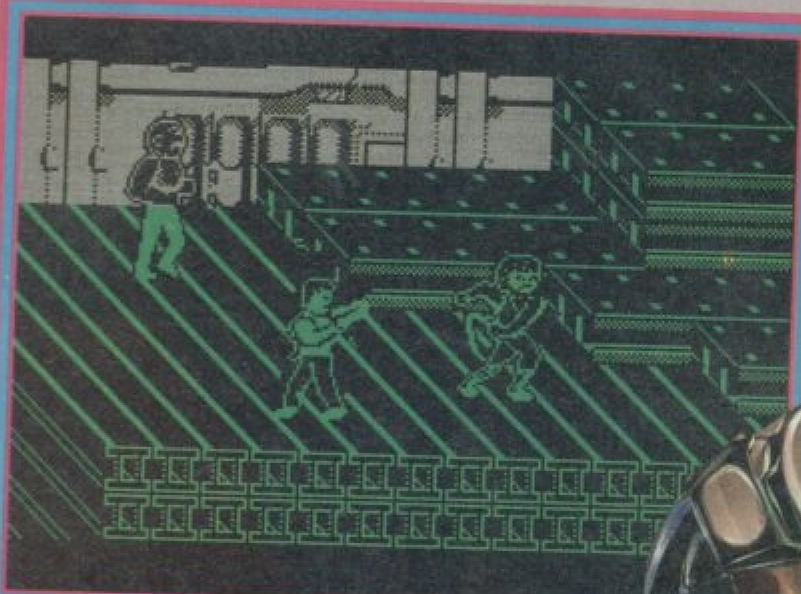
ARCADE ACTION

Taito's *Double Dragon* has been around the arcades for quite a while now, so if you're an arcade stalwart you'll doubtless have seen it. In fact you've probably played it, so what are you doing reading this for? You know it all already. Go on, buzz orf!!

The sprites are big and colourful, as you can see from the screens, and the backgrounds are inter-reactive, so ladders and fences can be climbed and objects such as oil-drums and rocks can be picked up (by yourself and your opponents) to use as weapons. The action scrolls from right to left, and the scenery changes as you progress — from the initial downtown Tokyo-ish street scenes to a more martial-arty rocky mountain road. You can try and run to the right to see the game without fighting, but it won't do you any good 'cos your enemies can move more quickly than you and will engage you in combat themselves. You've got to fight, matey.

Each time you knock over an opponent, his (or her) energy will be depleted slightly. Knock him/her over enough times and he/she will begin to flash (oo-er). No, not that kind of flash, I'm talking the consecutive on then off then on again sort of flash. Anyway, when they flash it means they're about to disappear. That's right — they're dead. Kill a whole group of baddies and you get to run to the right and see a little bit more of the scenery. And on come some more nasties. Onwards ever onwards . . .

If you fancy kicking the stuffing out of someone — I suggest you get hold of *Double Dragon* 'cos it's one main game.



Well, you've successfully leapt off the cliff, but the geezer on the gangway doesn't look as if he's about to offer you his last Rolo!! . . . Bundle!!



ILLUSTRATION : MAXI SELL

Fighting moves:

The Elbow: Handy manoeuvre for dealing with people behind you. Thwack them in the chops with your humerus — although they may not see the funny side.

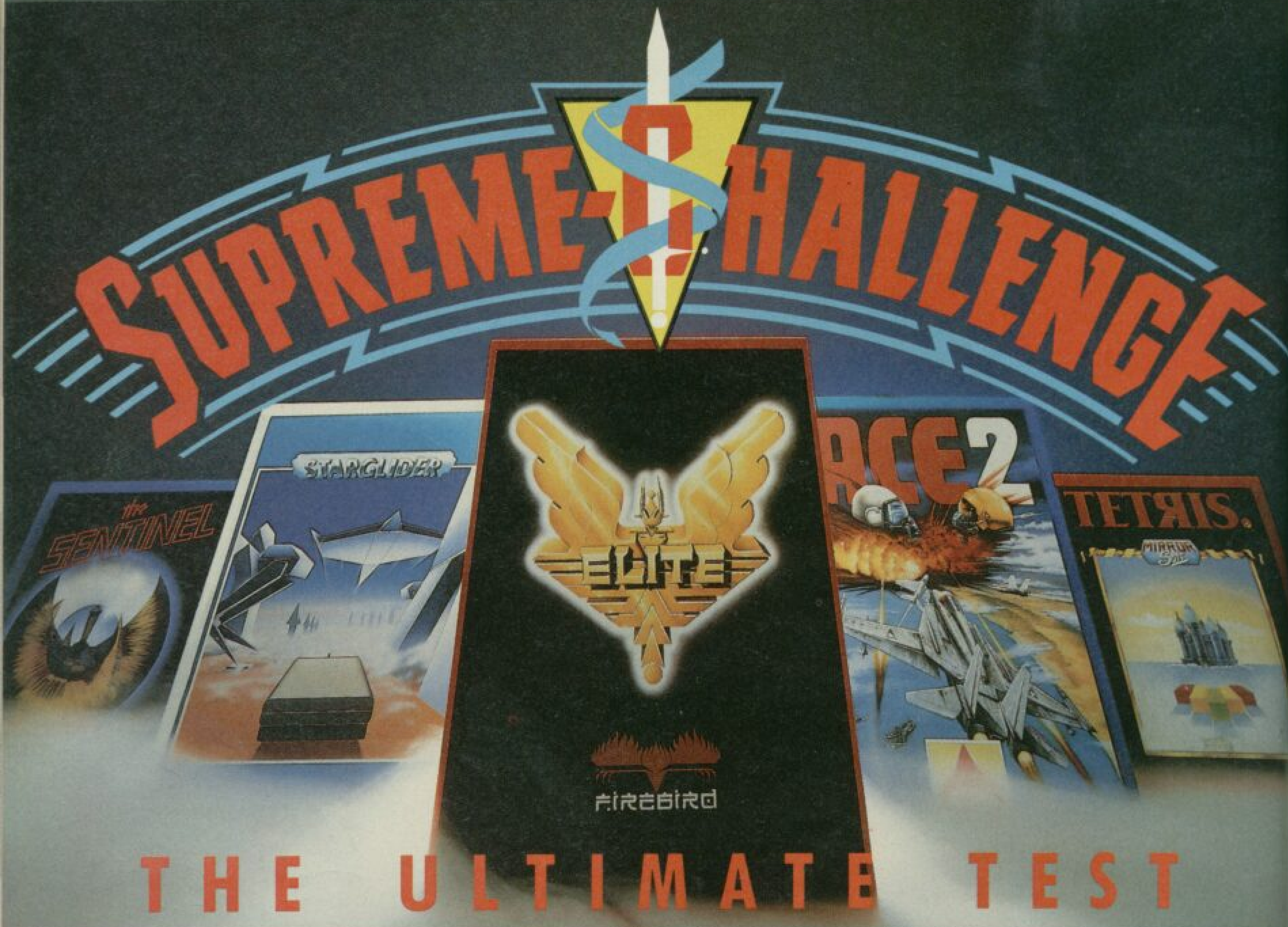
The Kick: Pretty self explanatory really. Erm, a blow delivered by foot.

Flying Kick: Same as above, except air-borne.

The Knee: Great one this — stand close to an opponent and press fire. You'll then grab his hair and repeatedly knee him in the 'bot' until he, er, falls over. Luvveeerleeee!!!

The Headbutt: A blow delivered via your forehead. A real nose scrunger!

AGON



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THE ULTIMATE PACK

THE NAME BEHIND THE GREAT GAMES

BEAU-JOLLY

HINTS 'N' TIPS

YS TIPSHOP



And now, live from a hammock in his back garden in sunny Hertfordshire, we join Phil Snout for another subtle cocktail of your arcade hints and tips! (Slurrrrppp! Ahhhhh.)

Here we are again, happy as could be. Well I'm awight anyway, how's about you? Life is so spiffy at the moment, and so relaxing. Just resting on this swingin' little old hammock, with a drink in me hand and me Z88 on me lap. Good old Clive, trust him to come up with the world's first combined business computer and drinks mat! And so it's time for a quick sip... sssllllluuuurrrrrrrpppppp!!!! and after that a quick tip. Let's belt straight in with the first bundle of mail from the old 'Shop. Off we go...

Marauder

•Flip, this game hasn't been out long, has it? It seems like only the other day when I first saw it, glinting away on Ciarán's monitor . . . but enough of this reverie. Let's hear a big Tipshop hello for big **Iain Anderson**, who sent me this useful tipette.

"I bought *Marauder* today and the game is great, but I've found a cheat mode already! As soon as you start the game, shoot all of the defence beacons so that you get killed. When you've done this get killed by the air attack. You'll then get taken back to the start of the level. You'll only lose one life and you can shoot the glowing defence beacons again and get more lives. Repeat this process and you can build up a HUGE supply of lives. Keep up the good work!" Cheers Iain. And what's this? A picture of Finbar Saunders from *Viz* Comic? Nice one Iain. But I'm not Tony Hart, so why send me a picture?

Target Renegade

•I know I didn't want to have many more tips on this game, but you know how it is! Besides, this was such an elegant solution I just *had* to print it. According to **Daniel Broad** all you have to do is this:

LOAD"":REM TARGET RENEGADE

and then every time you start the next stage you will get full energy. Now there's a hot tip. (Honk!) Cheers, Dan the Man.

What else? Oh yes, there are always the problems associated with punching floored assailants. Some people say they can't do it, so here's **Christopher Haste** with a quick hintypoos. (And remember, more haste, less speed . . . or summink.) **"Punch or back-kick your opponent once, then do a flying kick on him and when you land you should appear to be kneeling on him/her. Now hold the joystick down and keep pressing fire."** Thank you, me old springy ninja. Keep yer pecker up.

IKARI Warriors

•The question on everybody's lips . . . What do the POWs do in *Icky Warriors?* I bet this has been bugging you for weeks hasn't it? It hasn't? Well, it blimmin' well should. And fanx for sending this in, **Kipp Hackett**, and may the tip of your nard never grow cold. (Honk!) **"Cheers ears, okay here's the stuff you want:**

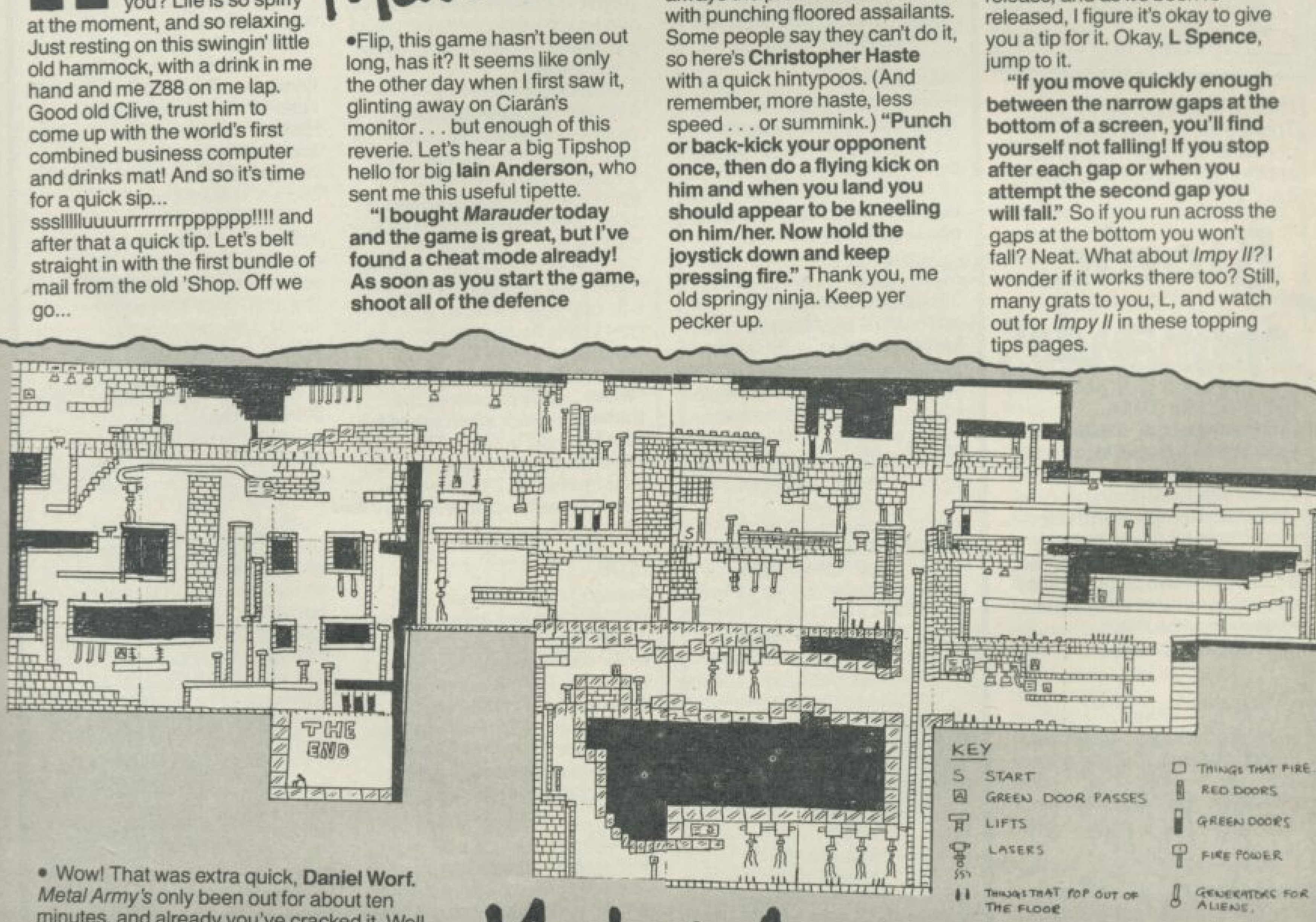
B Stick Grenades (Bigger Explosions)
F Bullets
J+K Smart Bombs (Kill all enemies on screen)
S Bullets (back to 99)
Gun Bullets
Grenades Grenades

To get into tanks, keep the fire button pressed down for a couple of seconds and you should be in it." Ta chum. I thought I was in it from the start, 'in it' that is, rather than the tank, that is.

Impossible Mission

•No, not *Impy II*, we're talking *Impossible Mission* (the first one ever) here. No kidding, fruitbuns. I don't recall us doing any tips on it at the time of it's original release, and as it's been re-released, I figure it's okay to give you a tip for it. Okay, **L Spence**, jump to it.

"If you move quickly enough between the narrow gaps at the bottom of a screen, you'll find yourself not falling! If you stop after each gap or when you attempt the second gap you will fall." So if you run across the gaps at the bottom you won't fall? Neat. What about *Impy II?* I wonder if it works there too? Still, many grats to you, L, and watch out for *Impy II* in these topping tips pages.

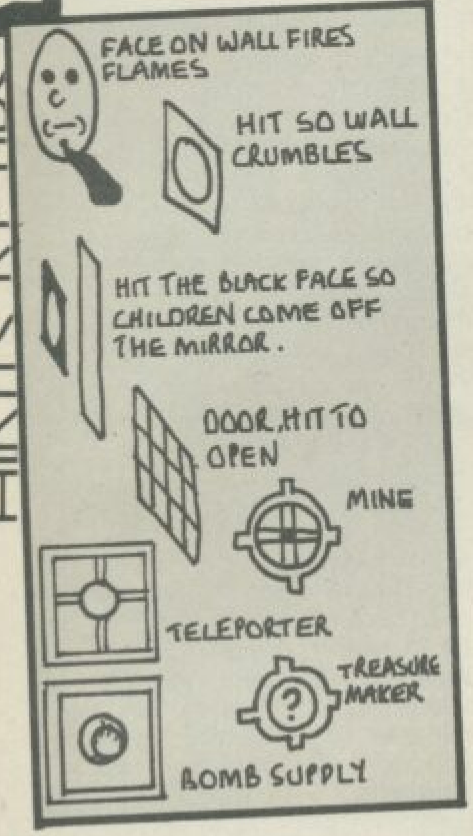


• Wow! That was extra quick, **Daniel Worf.** *Metal Army's* only been out for about ten minutes, and already you've cracked it. Well done, old bean, and to show how pleased I am, I'm printing your excellent map. Yeehar.

Metal Army

Desolator

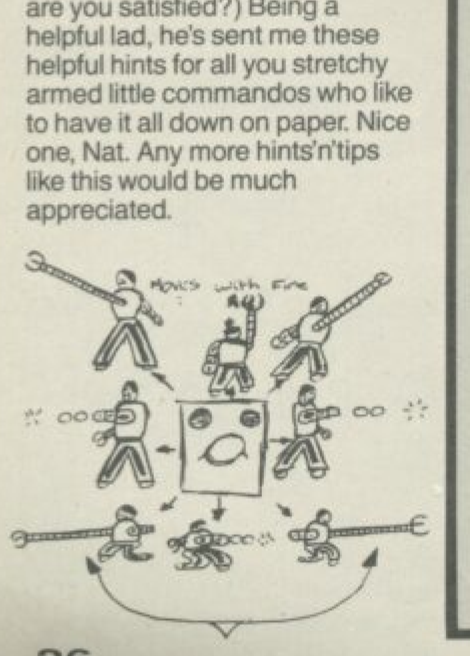
How did you get on with Macca's map of this game last issue? Alright? Well, here's some tips from thirteen year old **Nathan Reynolds.** Some people, he says, are confused by what's what in the game. They are? Okay, I'll buy that. Here's what it all means.



Hmm. That's most illuminating. Thanx a lot, my little paper and pencil. What's that? You've got another tip? Oh well let's have it then . . .

Bionic Commandos

•So it's a tip for *Bionic Commandos*, izzit? Well cheers again, **Nathan Reynolds** (Thass two mentions in the old 'Shop, are you satisfied?) Being a helpful lad, he's sent me these helpful hints for all you stretchy armed little commandos who like to have it all down on paper. Nice one, Nat. Any more hints'n'tips like this would be much appreciated.



DR. BERKMANN'S CLINIC

Right, let's get on with it. After my exhausting six-week golfing holiday in the Algarve there are more gamesnags than ever in the Berkmann postbag. Pass the scalpel, nurse, and I must say that's a very nice outfit you're wearing. Your place or . . . (*Get on with it. Ed*). Sorry.

First, *The Great Escape*. **Chris Delahunty** was having probs aplenty with this old spanker from Ocean — the prequel, indeed, to the even more wonderful *Where Time Stood Still*. To be specific, he couldn't find any keys and was wondering where and how to use the objects he had found? But as ever, *YS* readers have come to his assistance. **PJ Francis** writes, **"Get the key that is slightly hidden by the control tower at the bottom left of the base, then walk along the barbed wire fence until you come to a door. Open this with the key and enter. Go through the second door and here are the lock picks. Who needs keys?"** Ta, PJ. He adds, **"Use the uniform every time your morale is low. Keep putting it on and taking if off until your morale is up"** Good thinking — I'd forgotten that one.

Mikie Adams, meanwhile, has provided me with an even more detailed pile of useful tips, which will be good news for **Robert McCrae**, who's convinced that you can get a passport in a red cross box. Well you can't, Robbo. Your papers, as these things are always called in war films ("Show me your papers, Schweinhund!"), are behind one of the innumerable locked doors. Ta muchly, Mikie, and if anyone else has any *Great Escape* queries, you know where to write! (To me, you fool.)

MARIO BROS

Here's a little cheat that **Andrew** and **Adam Cooke** sent me. Actually, guys, this is Snouty's department, but I'll print it anyway. **"If you own a Speccy +2, all you have to do is press the left cursor key and the levels go up one by one." Nifty, eh?**

DIZZY

John Quinn has noticed how many people write in about *Dizzy*, but doesn't feel that the entry in *Smash Tips* should be the last word on the subject. And why not? So here are a few more tips from him:

OBJECT	USE
Dry Ice	Drop it in the river and it will freeze over
Garlic	Kills bats
Birdseed	Kills birds
Hard Hat	Also destroys apples
Insecticide	Kills spiders
Garden Trowel	Use it in a particular place (which you can discover by reading clues) and you can dig a hole. Cooee!
Bolt Cutters	Cuts bolt on raft near old mine
Mushroom Trowel	Use it in the mushroom caves to move a mushroom and let you escape
Egg	Free life
Emerald	Makes a tunnel in the graveyard

John goes on: **"I would also like to know one thing — a password for Firebird's *Helichopper*."** Any ideas?

FOOTBALL DIRECTOR

Yes, you knew that this one would crop up sooner or later, didn't you? I should really rename this column Dr Berkmann's *Football Director* Clinic. I get so many letters about it. First, I've had a couple of letters complaining about **Neil Summers**' tip in the July ish, which involves pressing BREAK, entering LET Al=n (where n is the amount of money you want) and then GOTO 6 to get back in again. Apparently it doesn't work — the program just crashes every time. I tried it, and the program crashed, so tell us Neil — how d'ya do it?

Paul Gurr, meanwhile, is unconvinced by **Tony Huggard**'s tip in the June issue, as when he played in Div 4 with G5 D4 M2 A3, he still went up to Normal level. Tony had said that if the sum of your D, M and A ratings does not exceed 9, you'll stay at Easy. I'm not sure about this either — I used G7 D3 M3 A3 and I went up to Normal too — but I think it should work if you keep the total below 9. So if you replace all the '>' signs by '≥' in the table in the June clinic, I think that may be nearer the mark.

Paul also has a useful tip of his own. **"When buying players on the transfer market, when asked for your bid, type in EV+1. This way you always get the player for the minimum price, £1 more than other teams have offered."** Very sneaky!

ELITE

Aaaaagh! No, not *Elite* again! Actually it's just a letter from **Neil Ayres**, who says that the *Smash Tips* POKE for the 48K version doesn't work. Sure you've typed it in correctly, Neil? Absolutely certain? We couldn't find a mistake ourselves when we checked, but if you've noticed one, drop me a line and we'll see Neil (and any other Clinicians still blasting Thargoids out of the ether) right.

HAYLP!

Another big Haylp section this month, as the letters continue to pour in. Look, guys, I'm working from home now, and I haven't got room for all these, okay? My front room's beginning to look like a sorting office. But here are a selection of your conundra and enigmas for this month — anyone helping out will of course be mentioned in these pages and win a Big Tips badge, as well as being feted as a thoroughly Good Egg.

Simon Finnell is at odds with *Wolfan*, as he's having difficulty swopping the crown for the Helmet of Gombolt. He knows where to do it, he knows who to do it with, he just doesn't now how to do it. Can you help?

Edward Molyneaux wrote me a long moan about the Games Wizard, who he claims never answers any of his letters. Got anything to add, Wiz? His gamesnag is a nasty one, too — how does he get past the fiend at the beginning of Level 5 (the froggy screen) of *Olli And Lissa*, without falling a billion miles onto his hooter?

Daniel Wright, meanwhile, is in trouble on *The Sacred Armour Of Antiriad*. How does he use the particle negator and the implosion mine? Dunno, John, but someone might . . .

Rory Fearn needs help with that sneaky (and well hard) coin-op conversion *Karnov*. Where, he asks, can he find the trolley that'll help him get down the slope of level 4? And what use is the clam-shaped thing on the island (level five)?

Curse Of Sherwood is causing grief again, this time for **D Green** who wants to know how to get past the swamp. He can't even get past with the POKE, and he knows lots of people with the same problem. Have you seen anyone about this "problem", D? I know an excellent specialist . . .

Gary Angus has been trying to get out of the office in *Play It Again Sam* for months. Aren't you getting a bit peckish, Gaz? **"I know how to cut the bonds but after that I'm stuck. All I can do is ring a telephone number and later a man comes in and shoots me."** Yes, I can see that would get you down. This man needs help, and he needs it fast.

Ben Wright, on the other hand, seems to have done very well already, getting to level 3 in *Nebulus*. A hard game, I thought, but worra clever one. That John Phillips is one brainy geezer. Trouble is, Ben can't even get off the first platform and he's desperate for some advice.

Wossis from **Tristan Millin? "Dear Marcus, I read your review of Lovesexy in the Daily Mail and disagree."** Bog off, then. Oh yes, and if anyone can give him a hand with *Star Runner*, he'd be grateful.

Finally a weird letter from **Mrs Green** (D's mother?), who asks **"Can you tell me what Garfield gets at the health store that could cost a tenner? In YS in April it was spinach but in June it suddenly changed into breadcrumbs. And that moron Jon Riglar of *SU* wants me to believe it's a cake?"** Does anybody know what this means, if anything?

If you can help out with any of these gamesnags, or you have a pressing one of your own (honk), write to Dr Berkmann's Clinic, *YS*, 14 Rathbone Place, London W1P 1DE. Anyone whose letter crowbars its way in it will receive a spanky *YS* Big Tips badge, plus all the fame and glory you can eat! Ta ta for now, and remember — don't y'all be strangers!

Driller (Part II)

• So here it is, the moment you've all been waiting for. Well, all of you who've been trying to crack *Driller* since last issue's ripping first part of the complete solution, that is. Without much further ado, it's over to our wacksome tiplets, **James Leeds, John Parker** and **John Paul Margerison.** Fanx lads, it's been a business doing pleasure with you. *(Huh? Ed)*

Alabaster: Shoot the switch on the wall (like the ones in Niccolite, Quartz and Opal.) Shoot the water to make it evaporate. You must place a rig in the bottom of the pool. At this point save the game by pressing "I", then pressing the save key. To get safely in the pool, wait till the water has evaporated and a set of steps will appear. Use them to get into the pool.
Drilling co-ords: X-4496, Y-4096, facing west.

Opal: Shoot the switch on the south wall (along with the switches in Niccolite, Quartz and Alabaster) to gain access to the Light Side.
Drilling co-ords: X-7394, Y-7744, facing east.

Quartz: Shoot wire supporting block above laser beacon to kill it. Walk down the side of the fallen block to get to the other side of the wall. Shoot the switch on the south wall (as well as the ones in Niccolite, Alabaster and Opal) to allow you to enter the Light Side.
Drilling co-ords: X-2768, Y-1792, facing west.

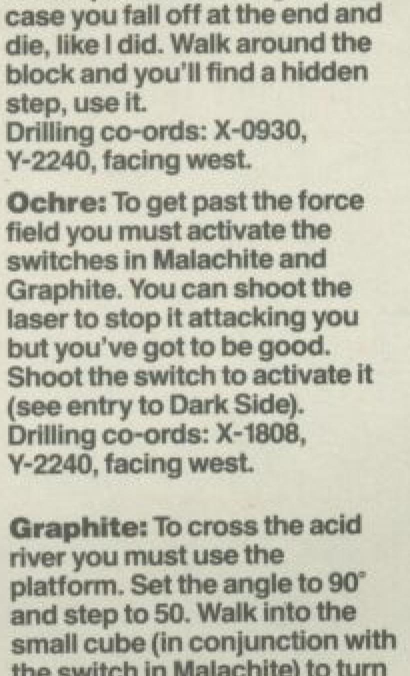
Diamond — The Light Side: Firstly to gain entry to Diamond the switches in all the surrounding sectors (Niccolite, Alabaster, Opal and Quartz) have to be set to a downward position with all four lights in Opal (south wall). Simply walk over to the other side of the sector to get into Diamond. Shoot the guards to make your entry to the tunnel. When in the tunnel, shoot the crystal 25 times and then walk into it. The crystal will disappear along with the entire main building, leaving only the tunnel. This is logically so that you can place a rig there. Walk into the mega-crystal for energy and shield. (You can do this about 50 times.)
Drilling co-ords: X-4096, Y-3472, facing towards back wall.

Obsidian: Shoot the laser beacons on the posts. Knock over the slab to create a bridge over the crevass. You can shoot it down, but knocking it down gives you more points. To get into the hut you can go in the front way, to be confronted by a massive laser cannon, or you can use the entrance to the back way. Find the back way via two 'lines'. Sneak up and destroy the laser cannon. Shoot the crystals for energy and shield. Shoot the lights for points.
Drilling co-ords: X-6656, Y-6306, facing north.

Basalt: Shoot the Christmas tree from top to bottom to gain maximum points. Walk to the end of the left tunnel (the left as you walk into the sector) to get into the hidden tunnel at the end of which you will find a switch (see entry to Dark Side). At this point save the game, in case you fall off at the end and die, like I did. Walk around the block and you'll find a hidden step, use it.
Drilling co-ords: X-0930, Y-2240, facing west.

Ochre: To get past the force field you must activate the switches in Malachite and Graphite. You can shoot the laser to stop it attacking you but you've got to be good. Shoot the switch to activate it (see entry to Dark Side).
Drilling co-ords: X-1808, Y-2240, facing west.

Graphite: To cross the acid river you must use the platform. Set the angle to 90° and step to 50. Walk into the small cube (in conjunction with the switch in Malachite) to turn off the force shield in Ochre. Line up the odd shaped objects as if they were a gunsight and shoot the wall to make the switch appear.



Shoot the switch to activate it.
Drilling co-ords: X-1680, Y-6336, facing west.

Entry To The Dark Side
To gain entry to the last sector you must activate the switches in Basalt, Ochre and Graphite. You must also have placed all the other 17 drilling rigs, hence the 17 on the wall in Obsidian. When you have done all these tasks the switch will appear on the wall in Obsidian. When you activate this switch the wall will disappear allowing access to: Trachyte — The Dark Side.

Trachyte: To get past the force field you must find the weak spot by shuffling along at a 45° angle. When you hit the weak spot it makes a funny noise. Face forward and move forward, and you should be able to walk through the force shield. Once through, you must place yourself so the generator is in its original formation, with only the bottom crystal and the right crystal (right as in Not Left, rather than correct) visible from the same square. Shoot the bottom crystals then the central crystal, then the right hand crystal, and finally the floor to destroy the generator to place the rig.
Drilling co-ords: X-4496, Y-6912, facing to the left.

CONGRATULATIONS — YOU HAVE JUST COMPLETED "DRILLER"

Congratulations, chappies, let's see someone top THAT!

TIP O' THE MONTH

Wizard Warz

• I'm pleased that someone's come up with a tip for this, as I thought it was a jolly good game, but I just couldn't finish it! So infuriating. But I don't need to now, 'cos wacky **John Riddoch** has the answer. More tips of this kind would be greatly appreciated. Not *Wizard Warz*, 'cos I've got that now, but any new games in this kind of detail would be ace! Cheers mates, now on with the solution.

Level One:
Try to remember where monsters and cities are, or draw a map. Don't bother making it too accurate, as the coast seems to change every time you load the game. As for the spells, take any three of them, then take Magic Missile. A magic ring is useful as long as the enemy doesn't have Neutralise Magic. All the rings seem to have the same effect, stopping all damage, except Neutralise Magic which removes them. As far as I can see, no other spells remove them. Rings are rarely used by the enemy.

Level Two:
The Sorceress, Unicorn and Sphere have the Items and Ratman. Dwarf and Minotaur have the Familiars, (which do not work). Keep space by your foot for the objects or you'll be stuck on Level Two. The Vampire gives your Mental rating a boost, all other boosts are Physical. If you wish to keep a spell for Level Three, keep it near the start of your spellbook, or it disappears!

Level Three:
Keep away from walls, doors and blank areas as these reduce your Physical rating.

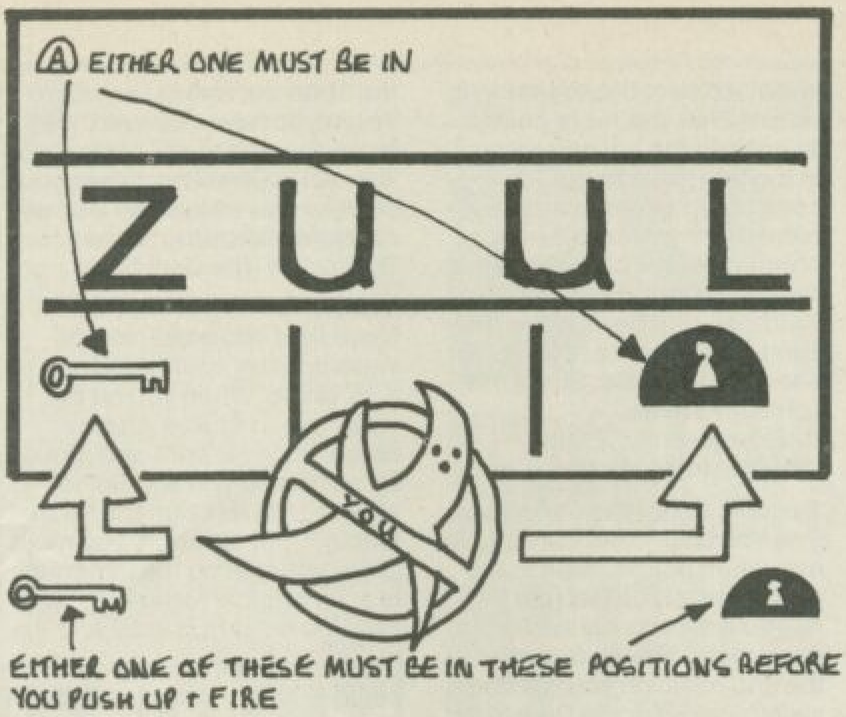
There are four of the normal enemies on each sub-level, counting down to one on the last. After defeating the last of these, the word 'Wizard' appears, and you have to go to the top left of the playing area and defeat the Mage. Contrary to the instructions the Mage's attributes are reduced by his own spell-casting.

THE SPELLS
Slow: **Not needed.**
Fireball, Ice Blast, and Rock Shower: **Half as useful as Magic Missile.**
Magic Missile: **The most effective physical spell.**
Rings: **See Level One hints.**
Far Vision: **Only needed if you get hit by Blind.**
Fear: **Reacts as the instructions tell you it will, but reduces your attributes if it hits you.**
Evil Eye, Heavenly Bolt: **Helpful for Spiritual only enemies.**
Protection, Evil: **As for other rings.**
See Invisible: **Not known.**
Invisible: **Does little or nothing. Never seen an enemy use it.**
Teleport, Fly: **Never obtained.**
Mindwrack: **Helpful for Mental enemies.**
Stun: **More or less as for slow. AVOID!**
Neutralise Magic: **Little use. Do not use to kill Mental enemies, unless it is the Vampire in which case you will get a rejuvenation.**
Forget: **Not useful.**
Steal Spell: **Good if enemy has spell you want. Can take Evil Eye!**
Tower of Will, Mirror: **As for other rings.**

Brilliant, John. And an extra special prize for you, for such a NerMazing tip. Well crucial, Riddy Baby.

Ghostbusters





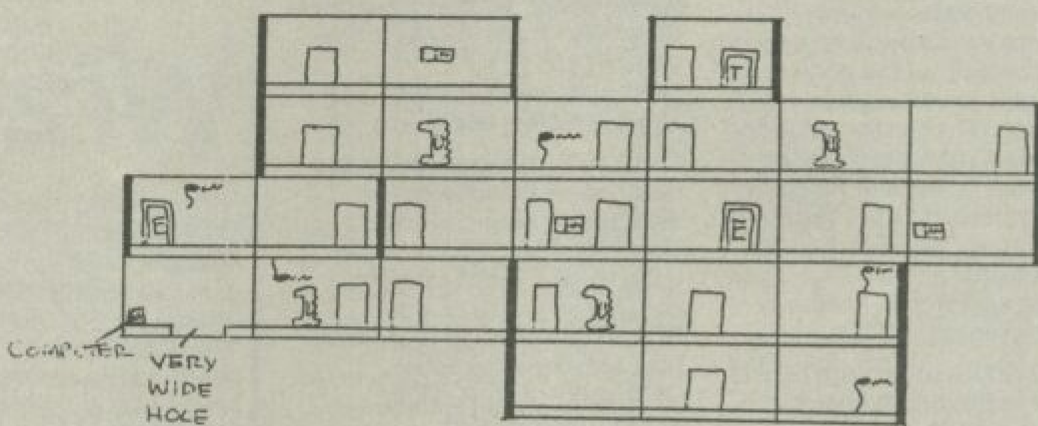
•Ever since *Ghostbusters* came out again on a budget label, I've had a pile of tips for it like you wouldn't believe. So just to set the record straight, and thanx for all of you who sent stuff in, here's some stuff about this essentially splendid old game.

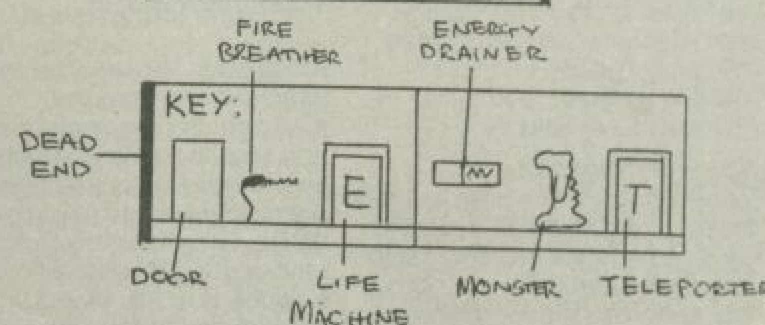
Scott Kember says **"I've got one itsy bitsy tip for *Ghostbusters*. If you haven't made enough money and you want to go to Zuul, then wait till the ghosts are rushing into it. Then go outside Zuul, and wait for whoever's last (out of the gatekeeper and keymaster) then push up and fire and you're at Zuul. Check out the diagram: ◀**

If you can't understand what I'm saying, then this should help." No I can't and yes it does. Cheers Scott. Any more? Oh yes, **Stephen Walsh.** What? Try typing in 04165440 as your account number? What does this give you? $201,000, eh? But what's the NAME on the account, as this is important? . . . Try blank or Steve Walsh, or Steven Walsh. I dunno, these incomplete tips.

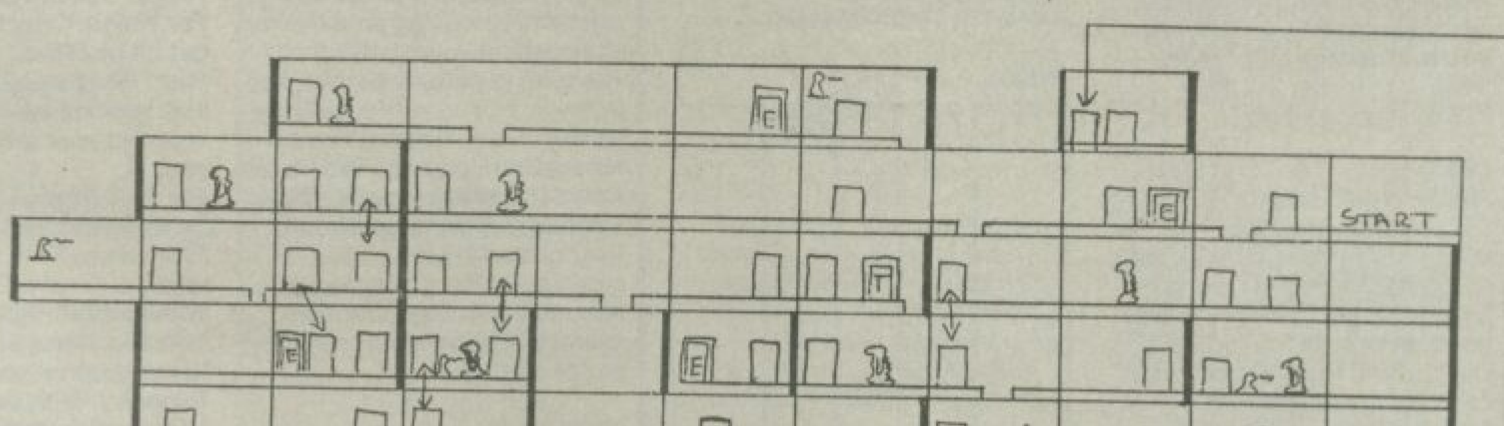
HINTS:

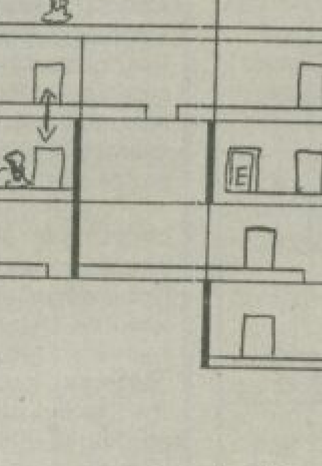
1. USE LIFE MACHINES AS MUCH AS POSSIBLE.
2. JUMP THE PLODDING MONSTERS WHEN THEY ARE VERY CLOSE. (I.E. WHEN YOUR FEET ONLY REACH THE HEIGHT OF THEIR NECKS), IN ORDER NOT TO LOSE ENERGY.
3. CONSERVE YOUR AMMO BY JUMPING THE ZOMBIES (IF POSSIBLE!)
4. DON'T WASTE THE COMPUTER'S SENSORS. ONLY GET AMMO WHEN YOU HAVE ABOUT SIX PIXELS REMAINING. DON'T BOTHER WITH NEW BATTERIES.

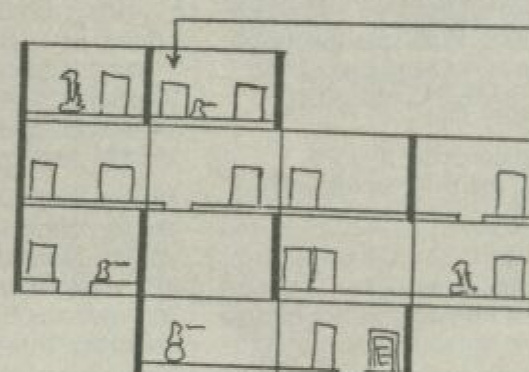




People From Sirius







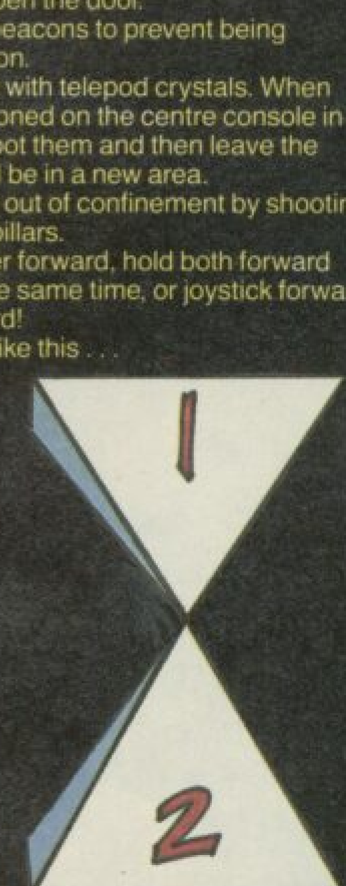
• **Marc Goldsmith**, as well as saying that *Inty Cricket* is the best game yet, (ho ho) says how would we like another part of his map of one of our other games, *People From Sirius?* Well sure we would, young fruit. And many flittering thank you's to you, for doing it.


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THE DA

• Many thanx to **Scott Bennett, Gareth Tegue, John Snowdon, David Main, Kai Powell, Daniel Stothard** and anyone else who sent some tips for the game. Off we go . . .

• Disable 3 or 4 ECDs straight away to slow the timer down.
• Make repeated contact with the fuel rods in the various stores.
• To enter the walkway, shoot the rod repeatedly to open the door.
• Shoot radar beacons to prevent being thrown into prison.
• Make contact with telepod crystals. When these are positioned on the centre console in the telepod, shoot them and then leave the telepod. You will be in a new area.
• Buy your way out of confinement by shooting the slots in the pillars.
• To move faster forward, hold both forward keys down at the same time, or joystick forward and keys forward!
• With shapes like this . . .



If you shoot the bottom triangle you swop your fuel for shields and shoot the top one to swop shields for fuel.
• In the Sirius sector, after you've shot the bar to raise the door, you can then enter the walkway, and find telepod crystal one.
• Get arrested and you'll find telepod crystal two in the jail.
• Enter the telepod and shoot the first crystal and fly into the letter D. Pick up telepod crystal three.
• Enter the telepod and shoot the second crystal. Fly into the letter A. Shoot the third crystal and fly into the letter R.
• Enter the Ganymede Stores in the Regulus sector. Turn left and crawl through the hole in the wall. Shoot axe and go to Sirius sector. There will be a hole in the roof of the building there. Go through the hole and shoot the cube inside the building. Go to the equator tunnel and find a section with three lamps in. Shoot the wire of the middle lamp, and it will turn into telepod crystal four.
• Go back to the telepod and shoot crystal 4, then fly into the letter K. Shoot the second crystal and walk through the gates onto the Dark Side. Then shoot the last ECD to finish the game.

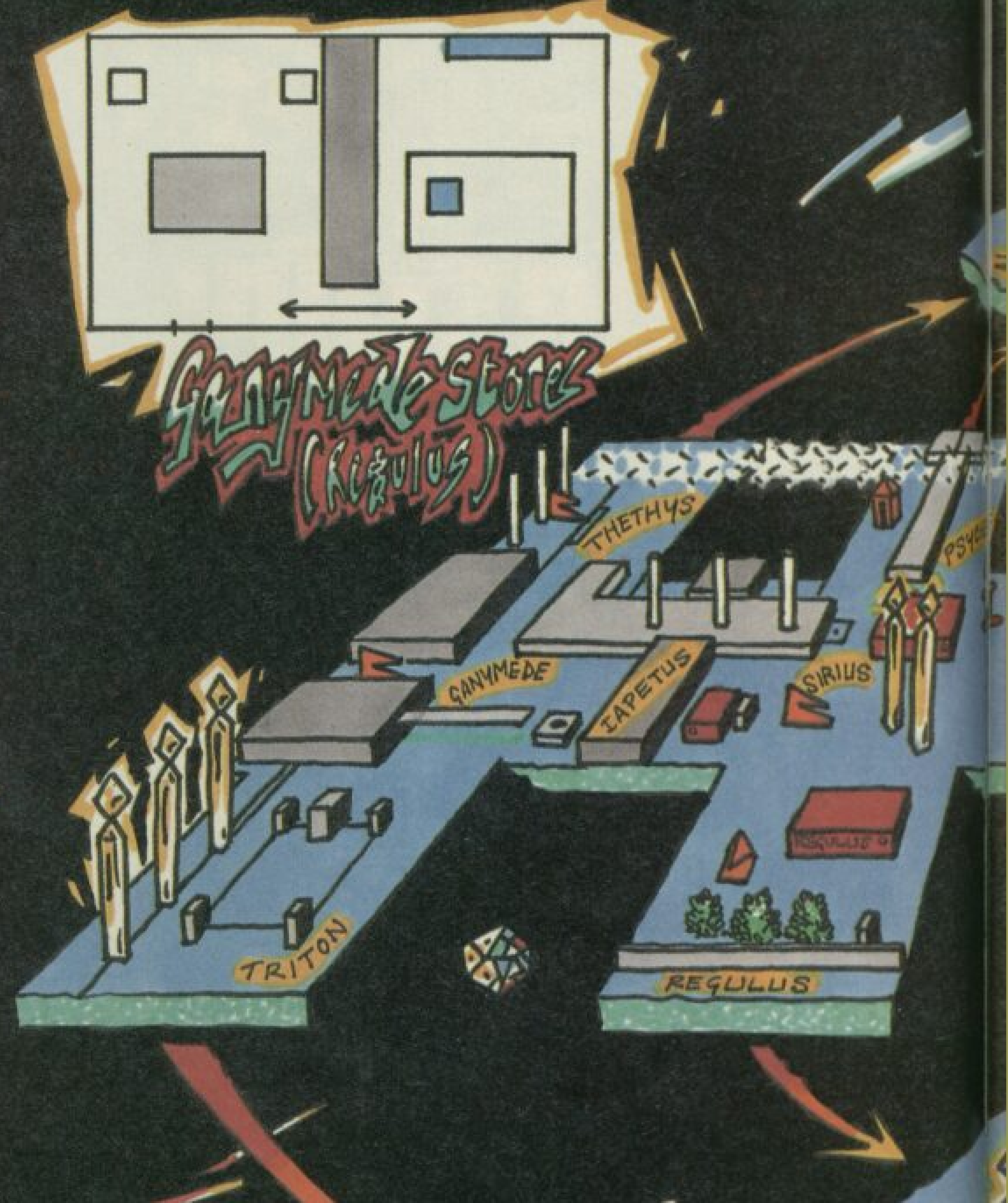
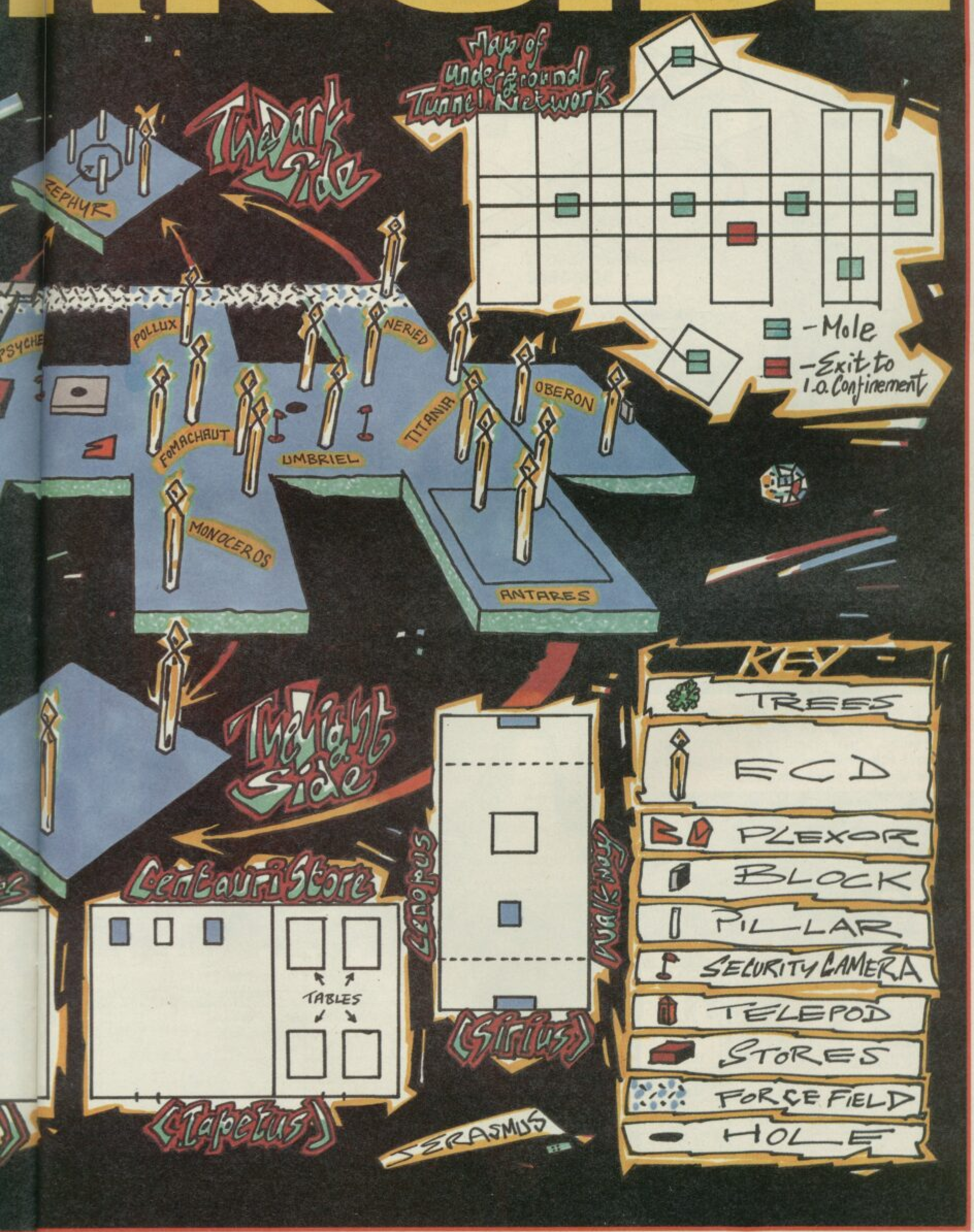
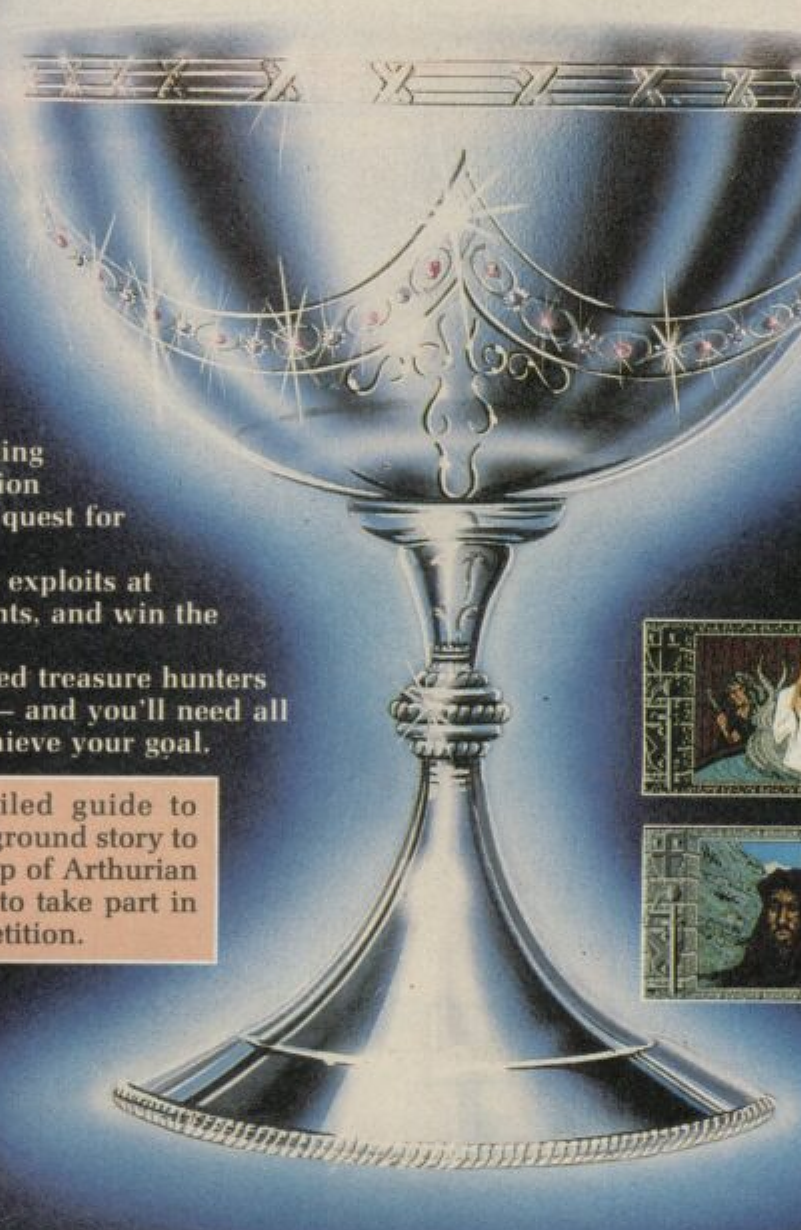


ILLUSTRATION: JOHN ERASMUS

RK SIDE


Map of underground Tunnel Network
- Mole
- Exit to I.Q. Confinement
The Dark Side
ZEPHUR
PSYCHE
POLLUX
NERIED
OBERON
TITANIA
FOMACHAUT
UMBRIEL
MONOCEROS
ANTARES
The Light Side
Centauri Store
TABLES
(Iapetus)
Canopus
Walkway
(Sirius)
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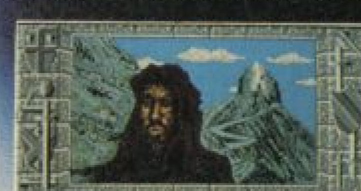
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Screen shots from Atari ST version







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A651

PRACTICAL POKES

Macca The Hacker, otherwise known as David McCandless, POKEs about for some well hip hacks.

Well I've had my hair cut. Gone is the long, brown, sticky-up-at-the-sides bowl sort of shape and now! is the new, ultra-short, I-only-hope-now-isn't-the-time-my-hormones-decide-that-I'm-to-be-bald style. It was a hard decision. I had to bear ridicule from my many associates (now deceased) and it was hard not to let this hairy problem go to my head.

What has all this got to do with hacking I can hear you complaining in the distance. Nothing really but that's irrelevant. More importantly you should be complaining about the sheer volume of hacks I have for you this month and trying to decide which one you're going to type in first.

LIGHTFORCE

The man with the honour of coming first this month is little ol' **Richard Swann**, who's flown in from Surrey to plop this in my mailbag: a POKE for the Hit Pak's version of *Lightforce*, and it will give you immunity — you'll need it.

```
  10  REM Lightforce HACK by R.S
wann
  20  LOAD ""CODE 1366
  30  FOR y=60000 TO 60015: READ
 s: POKE y,s: NEXT y
  40  DATA 221,33,0,64,17,96,170
  50  DATA 55,62,153,205,86,5,17
5
  60  DATA 50,21,159,195,48,154
  70  RANDOMIZE USR 60000
```

MOTOS

A blast from the past here (pooey!). It's for *Motos*, that zappy little number from Mastertronic. And **Shmoo**, that fairly weird pseudonym, has hacked it. And why not?

```
  10  REM MOTOS hack by Shmoo
  20  CLEAR 31999
  25  LET s=1
  30  FOR f=32000 TO 1e9: READ a
  40  IF a<256 THEN  POKE f,a: N
EXT f
  50  LOAD ""SCREEN$
  60  LOAD ""CODE
  70  RANDOMIZE USR 32000
  80  DATA 175,50,1,165: REM INF
INITE LIVES
  90  DATA 175,50,222,165: REM I
NFINITE POWER
 100  DATA 175,50,233,165: REM I
NFINITE JUMPS
 110  DATA 175,50,6,130,50,7,130
,50,8,130,62,s,50,237,163: REM s
=START LEVEL
 120  DATA 195,0,128,999
```

SHANGHAI KARATE

Harrraiaiaiyyyahhh! Here's a POKE for *Shanghai Karate*, POKEd by **Ian Crome** of Norwich (velly bootiful Ian).

```
  10  REM SHANGHAI KARATE hack b
y Ian Crome
  20  CLEAR 32767
  30  LOAD ""CODE 65088
  40  POKE 65100,194
  50  FOR n=23296 TO 23320: READ
 a
  60  POKE n,a: NEXT n
  70  DATA 205,64,254,33,17,91,1
7
  80  DATA 84,255,1,8,0,237,176
  90  DATA 195,44,255,62,58,50,2
1
 100  DATA 159,195,0,96
```

CYBERNOID ONCE MORE

Here's a little line that you can add to the *Cybernoid* hack printed in the August issue. This one, found by **Alex Higham**, will give you everlasting shields.

```
 125  REM Extra CYBERNOID poke b
y Alex Higham
 126  DATA 50,194,106: REM LONG
SHIELDS
```

BEYOND THE ICE PALACE

The **Tefal Men** are back, now with an extra receding hair-line to add to their collection. Meet **Ste**, **Mel** and **Trucker** with their hack for Elite's *Beyond The Ice Palace*.

```
  10  REM BEYOND THE ICE PALACE
hack by STE+MEL+TRUCKER
  20  CLEAR 24831
  30  LOAD ""SCREEN$
  40  LOAD ""CODE
  50  POKE 32879,0: REM LIVES
  60  RANDOMIZE USR 24832
```

METAL ARMY

Grimsby's **Graham Mason** never rests. No sooner has he invaded these hallowed pages before he re-invades with another swarm of hacks for me to print. His first POKE this month is for *Metal Army* from Code Masters.

```
   1 DATA 243,33,83,254,1
   2 DATA 128,1,175,237,79
   3 DATA 237,95,174,119,35
   4 DATA 11,120,177,32,246
   5 DATA 49,223,96,62,201
   6 DATA 50,74,255,205,47
   7 DATA 255,175,50,214,164
   8 DATA 50,134,189,195,80
   9 DATA 157,999
1000  REM METAL ARMY hack by Gra
ham Mason
1011 BORDER 0: INK 0: PAPER 0: C
LEAR 32767: LOAD ""CODE 65088
1012 FOR a=23296 TO 65535: READ
b
1013 IF b=999 THEN  GO TO USR 23
296
1014 POKE a,b: NEXT a
```

SABOTAGE

I told you about this guy — he must be an insomniac. The sheer volume of stuff he writes is amazing. I bet he even glows in the dark. Anyway, this time Graham's hacked this little gembo.

```
   1 REM  G.Mason J.North
            Partnership
         If It Loads Hack It
   2 DATA 221,33,0,64,17
   3 DATA 0,27,62,255,55
   4 DATA 33,30,196,195,90
   5 DATA 196,221,33,140,96
   6 DATA 17,130,99,62,255
   7 DATA 55,33,54,196,195
   8 DATA 90,196,221,33,214
   9 DATA 214,17,42,41,62
  10 DATA 255,55,33,70,196
  11 DATA 195,90,196,221,33
  12 DATA 0,91,17,0,1
  13 DATA 62,255,55,33,101
  14 DATA 196,195,90,196,0
  15 DATA 195,40,128,20,0
  16 DATA 21,243,175,211,254
  17 DATA 229,195,94,5,49
  18 DATA 139,96,62,254,50
  19 DATA 50,128,251,195,48
  20 DATA 128,999
  21 BORDER 0: INK 0: PAPER 0: C
LEAR 54000
  30 FOR a=50198 TO 65535: READ
b
  40 IF b=999 THEN  GO TO USR 50
198
  50 POKE a,b: NEXT a
```

RASTAN & GUTZ

Jon North's back. Never a month goes by without an appearance from this talented guy. Once he's cracked a system there's no stopping him. Not content with shattering the Speedlock 4 system and pulverising *Firefly, Target Renegade* and *Arkanoid 2* he's back once more with POKEs for *Gutz* and *Rastan*. Type in the main Basic program and bolt on the relevant data for the game.

```
   5  REM Speedlock 4 by Jon Nor
th and Graham Mason
  10  CLEAR : LET t=0
  20  FOR f=23296 TO 23487
  30  READ a: POKE f,a
  40  LET t=t+(f-23286)*a: NEXT
f
  50  IF t<>2260540 THEN  STOP
  60  FOR f=f TO 1e9: READ a
  70  IF a>255 THEN  GO TO 100
  80  POKE f,a
  90  LET t=t+(f-23478)*a: NEXT
f
 100  IF t<>a THEN  STOP
 110  PRINT "Type CONTINUE"
 120  STOP : RUN USR 23296
 130  DATA 221,42,192,91,237
 140  DATA 91,194,91,62,255
 150  DATA 55,205,86,5,48
 160  DATA 240,243,33,201,91
 170  DATA 17,106,89,1,3
 180  DATA 0,237,176,237,75
 190  DATA 197,91,14,0,237
 200  DATA 67,109,76,237,75
 210  DATA 198,91,253,42,196
 220  DATA 91,14,0,237,67
 230  DATA 111,76,253,78,0
 240  DATA 6,0,42,106,89
 250  DATA 34,113,89,9,94
 260  DATA 54,84,35,86,54
 270  DATA 91,237,83,106,89
 280  DATA 42,113,89,58,100
 290  DATA 89,237,79,233,237
 300  DATA 95,214,3,254,250
 310  DATA 56,2,214,128,50
 320  DATA 100,89,253,35,237
 330  DATA 75,111,76,16,199
 340  DATA 237,75,109,76,16
 350  DATA 179,58,200,91,71
 360  DATA 33,24,16,34,105
 370  DATA 91,24,175,33,145
 380  DATA 91,34,230,254,175
 390  DATA 50,183,251,195,126
 400  DATA 251,1,96,54,82
 410  DATA 50,17,14,12,24
 420  DATA 205,64,254,33,181
 430  DATA 91,34,65,254,17
 440  DATA 170,91,33,70,254
 450  DATA 1,11,0,34,232
 460  DATA 253,235,237,176,201
 470  DATA 229,33,0,72,34
 480  DATA 100,255,225,195,42
 490  DATA 254,42,204,91,54
 500  DATA 206,35,54,91,195
 510  DATA 0,72
```

```
 115  RANDOMIZE USR 23522
 520  DATA 47,244,191,10,216,91,
5,10,7,144,244,99,13,91,175,50,7
6,217,50,215,215,195,0,255,31,15
,29,29,15,20,31,43,31,43,38,91,1
7,244,91,6,8,26,111,52,52,52,52,
52,19,16,246,201,127,131,134,146
,152,158,164,179,2487843
```

```
 115  POKE 23442,219: POKE 23454
,208: POKE 23443,91: POKE 23471,
118
 520  DATA 74,242,159,12,204,91,
5,15,4,170,242,99,15,20,31,43,15
,15,29,31,20,31,15,43,29,29,15,2
05,64,254,33,234,91,17,1,91,1,18
,0,237,176,201,33,10,91,34,44,72
,195,0,72,62,195,50,236,151,195,
0,96,2457551
```

ACTION FORCE 2

Another irreducible regular in this column, **Dean Ashton,** has come up tops yet again with a POKE for cracking the megagame *Action Force 2*. Follow the *Crash Preventor* in last ish to get it to work, but be careful with that data.

```
  10  REM ACTION FORCE 2 HACK by
 Dean Ashton
  20  REM ** Decryption Routine
from ADRIAN SINGH's hack **
  30  REM ** for GAME-OVER **
  40  REM ** ...in SU!!!! **
  70  CLEAR 29000: LET t=0: LET
w=0
  80  FOR f=32768 TO 32926
  90  READ a: POKE f,a: LET t=t+
w*a: LET w=w+1
 100  NEXT f
 110  IF t=1564601 THEN  LOAD ""
CODE : REM  RANDOMIZE USR 32768
 120  PRINT "There's bull in tha
t thar data!!": STOP
 130  DATA 221,33,130,128,6,6
 140  DATA 197,221,78,0,6,0,221
 150  DATA 102,2,221,110,1,17,0
 160  DATA 125,58,131,224,254,24
9
 170  DATA 32,4,175,50,131,224
 180  DATA 58,249,224,254,253,32
 190  DATA 7,175,50,249,224,50
 200  DATA 250,224,237,176,235
 210  DATA 54,201,30,231,205,0
 220  DATA 125,221,35,221,35,221
 230  DATA 35,193,16,197,33,249
 240  DATA 232,17,167,251,1,0,4
 250  DATA 237,176,33,85,128,34
 260  DATA 195,254,195,170,254
 270  DATA 205,28,254,33,111,128
```

HACK OF THE MONTH

LAST NINJA 2

Raaaaayyyyyyyhhhhhhh! As my paroxic exclamation may have told you, its Hack Of The Month time again. This month the free game goes to **A. Watson** of Cleveland for his astonishingly quick hack for that corking, son of a corker, *Last Ninja 2*. Check out the multiface section too, for more examples of Master' Watson's work.

```
  10  REM LAST NINJA 2 hack by A
.Watson
  20  CLEAR 32768
  30  LOAD ""CODE 65088
  40  FOR a=65362 TO 1e9
  50  READ b: IF b<>999 THEN  PO
KE a,b: NEXT a
  60  RANDOMIZE USR 65088
  70  DATA 62,255,50,14,117: REM
 255 LIVES
  80  DATA 175,50,73,159: REM IN
FINITE LIVES
  90  DATA 195,253,115,999: REM
END MARKER
```

```
280 DATA 17,129,255,1,50,0,237
290 DATA 176,62,195,50,165,254
300 DATA 33,129,255,34,166,254
310 DATA 201,253,33,58,92,175
320 DATA 33,232,94,34,99,92,34
330 DATA 101,92,50,117,198,50
340 DATA 126,198,49,255,97,195
350 DATA 0,91,91,0,16,86,224
360 DATA 36,102,224,12,183,224
370 DATA 14,195,224,25,209,224
380 DATA 13,244,224,0,0,0,0
```

PHANTIS

Apparently Ocean is about to release this new Dinamic winner (at time of writing). Whether "aye!" or "nay!," here's the code in true Dinamic fashion for the second part- 18052. Another of **Antony Johnson**'s snippets.

MERLIN

Jon "blink and you'll miss him" **North** is back with a swift hack of Firebird's colourful little romp (honk!) *Merlin*. This longish Basic program will give you infinite lives.

```
10 LET t=0
20 FOR f=32768 TO 32876
30 READ a: POKE f,a
40 LET t=t+(f-32758)*a: NEXT
f
50 IF t<>679460 THEN  STOP
60 FOR f=32877 TO 1e9: READ a
70 IF a>256 THEN  GO TO 100
80 POKE f,a
90 LET t=t+(f-32867)*a: NEXT
f
100 IF t<>a THEN  STOP
110 LOAD ""CODE : REM USR 3283
0
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,40
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
```

```
340 DATA 91,8,204,201,96,175,5
0,210,142,195,60,140,704259
```

VENOM STRIKES BACK

Never a month goes by without me stabbing the old oar in. This time I have the highly secret, don't tell your mum, level codes for that sci-fi *Heartland* variant *Mask 3*. They are TRANSMOGRIFY, PETALS OF DOOM, VAKYR and one more which you can find out for yourself. Fairly strange huh? Well I thought so, since they only activate the teleporters in screen seven.

DENIZEN

And here he is again. Who? Who? Who? Dean, Dean, **Dean Ashton,** with his comprehensive hack for the budget *Denizen*.

```
10 REM DENIZEN hack by Dean A
shton (again)
40 CLEAR 32000
50 FOR f=32768 TO 32783
60 READ a: POKE f,a: NEXT f
70 RANDOMIZE USR 32768
80 POKE 46267,49: POKE 46268,
150: POKE 46269,95
90 FOR f=43629 TO 1e9
100 READ a: IF a=999 THEN  RAN
DOMIZE USR 46267
110 POKE f,a: NEXT f
```

```
120 DATA 221,33,11,180,17,128
130 DATA 2,55,62,255,205,86,5
140 DATA 48,241,201
150 DATA 175,33,0,0,50,179,238
,34,180,238,50,150,237,34,151,23
7: REM INFINITE PASSES
160 DATA 175,50,42,239: REM IN
FINITE BULLETS
170 DATA 175,50,35,220,50,198,
236,50,53,250: REM INFINITE ENER
GY
180 DATA 175,50,226,228,62,205
,50,186,220: REM INFINITE TORCH
190 DATA 195,136,244,199: REM
END MARKER
```

SCROLLING CREDITS

Tut, tut, you naughty hackers, sent them in too late huh? Well I'm going to mention you anyway since it's the thought that counts (and I promise not to ridicule your names as well). **J. Mulock, S. Hawkins, Jonathon Baker, Gary Smith, Alex** 'steak and' **Gidney, Graham** 'don't you dare add an 's'' **Prout, Glynn&Kenny Hacker Ltd, Andrew McAuiffe, Mark Poulton,** and **Robert Crossan** (t?).

CRASH PREVENTOR

Check out this bit to get the POKEs on this page to work. And if they still don't work then check out the Correction Section in about two months time!

1. Type in the HACK program.
2. Save it for later use.
3. Rewind game tape to start.
4. Run HACK program.
5. Play rewound game tape.
6. Play game.

CORRECTION SECTION

Yes, no doubt this new section is going to be a regular — aren't you glad? This is where I'll be printing all the corrections and amendments to the cock-ups I've made in the past month. The *Karnov* hack in Issue 32 has a line missing. It should read:
80 RANDOMIZE USR 23296
Now go and check out the graphics on the last level.

So, that's it. I hope you enjoyed it. Keep sending your stuff in. I want to see your name in this column as much as you do. Remember the best hack each month receives a free game, so write me at: Practical Pokes, *YS*, London, W1P 1DE. Look out for a hack of the brilliant *Marauder* next month. Byeeeeeeee!

MULTIFACE CORNER

Another bumper pack of POKEs for you to stuff into your computer. But remember, you can only use these POKEs if (and this is a big 'if') you have a multiface or similar interface. So please stop writing in, saying you can't get them to work. Aaaargghhh! Anyway multiface experts this month were, **Alex Higham, A. Watson, Ian Milner, Mark Orzzechowski, Roy Goodall,** and **Graham Mason.** A special mention must go to **Ratal 'RAF' Wiosrie** and **Maciek 'MAC' Mairec** — I think I've spelt them right — they're from sunny Poland y'see.

Game	POKE	Effect
BEDLAM	58691,0:59430,0:59783,0 59972,0:60069,0	lives
BIONIC COMMANDOS 128K	34690,0	lives
	34741,n	n=lives
BMX KIDZ	52108,0	energy
BOBSLEIGH	43589,0: 43549,0: 43614,0	time
BUGGY BOY 128K	37966,24	time
CROSSWIZE	51617,0	immunity
	33939,12	lives
FOOTBALLER OF THE YEAR	50253,0	goal cards
GARFIELD	33595,0	no hunger
HEAD OVER HEELS	35215,0	immunity
	43127,62:43128,200	mega-jumps
	42195,0	lives
LAST NINJA II	29966,n	n=lives
	40777,0	lives
MARAUDER	35160,175:35161,50 35162,95:35163,250	lives
	34231,0	smarts
PLATOON	31138,0	grenades
	31268,0	grenades
	31268,0:31269,0	hits
	31270,0	morale
RENEGADE 128K	35094,0	don't fight back
STAR WARS	45268,0	lives
STREET FIGHTER	41740,24	time
	35601,255	big bonus
	41336,255	never loose
TARGET RENEGADE	62936,0	time
VENOM STRIKES BACK	45600,0	weapons
	49941,201	no nasties
	45803,201	waterproof

International Cricket

•Y'know, I had a premonition that this game was going to be big news. Only trouble is, there are so many ways to win, and almost none of them involve playing the game to its finish. Oops! Okay, take a prod at us, **Martin Blackburn**. See if we care!

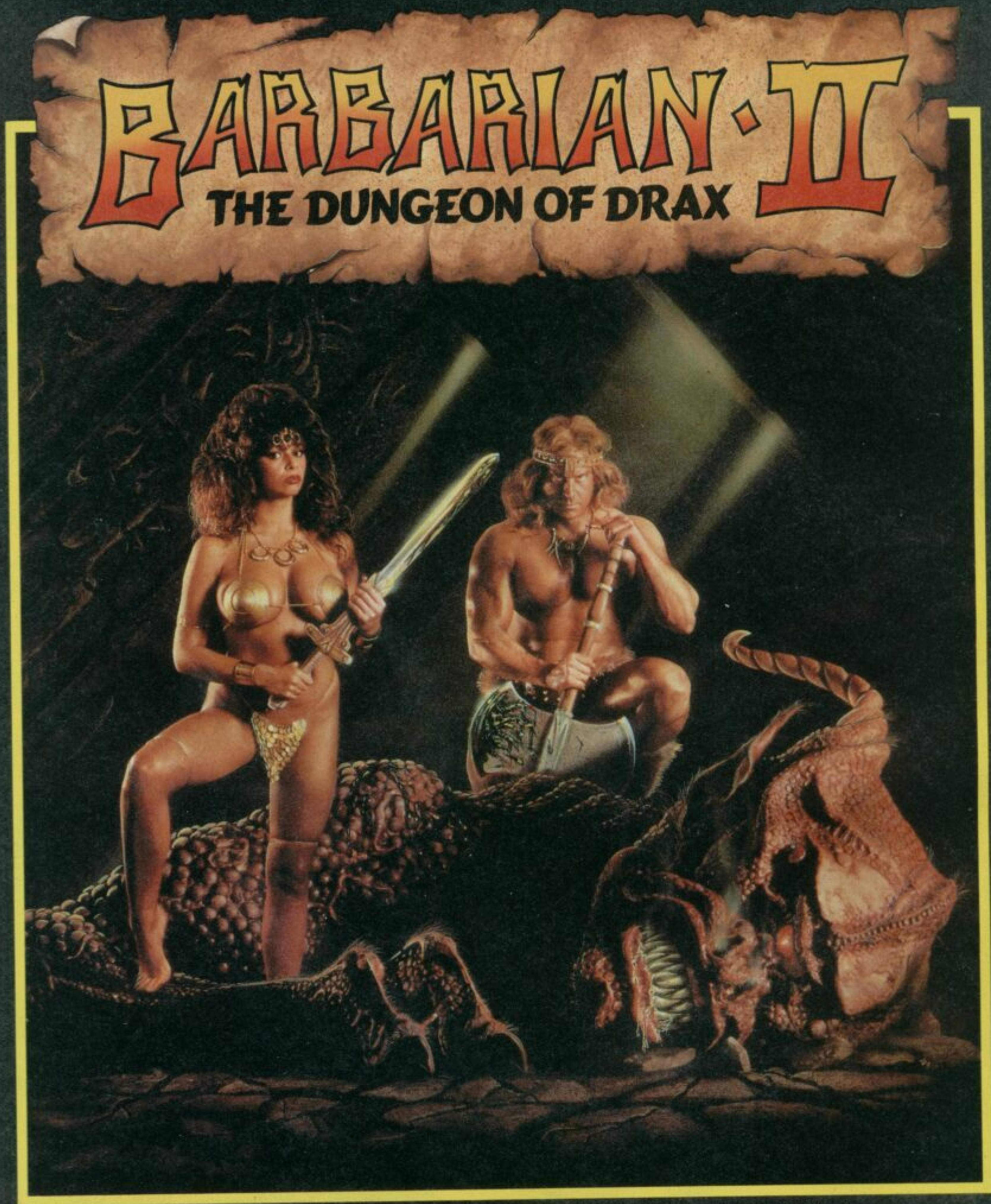
"Did you know, that if you press 0 (zero) after batting in *International Cricket* and declare, you have automatically won? And did you know that when tossing the coin for bats, if you choose heads you nearly always win the toss? Now I've told you that, will you give me a badge?" No, no and yeah sure, in that order. Nice to see that some of our readers know a good game of cricket when they see one! Sarcasm? Me? Perish the thought.

By The Way

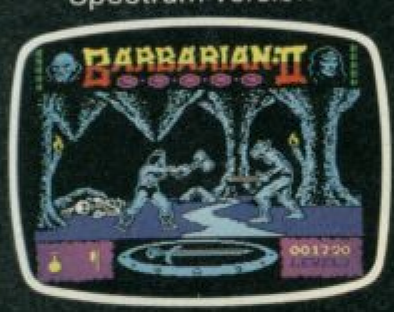
•Before you send any queries about old tips and POKEs, have you checked the copies of *Smash Tips?* There's no point in me answering a million queries about a game we've already covered in our super stupendous little tipsopeadia! So give me a break, eh? Oh yes, and while I'm in a bad mood, when you see me at computer shows, for goodness sake, don't any of you begin the conversation with "I don't know anything about computers . . ." or I might just pin a *YS* badge through yer nose, alright? Humph!

Good, is that it?

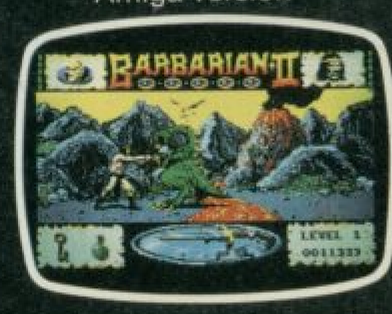
•For now it is, chums, but I'll be back next ish with even more of your hints, tips, maps and POKEs, with the help of David Macca McCandless. Send all your tips to Phil South, *YS* Tipshop, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. And don't forget all we print get a special 'I've Got Big Tips' badge . . . at least they do when I've got through this big pile of tips. Please be patient out there! (Snort!)



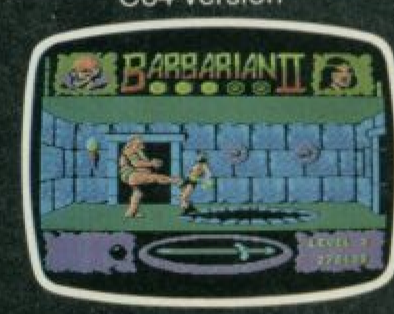
Spectrum Version



Amiga Version

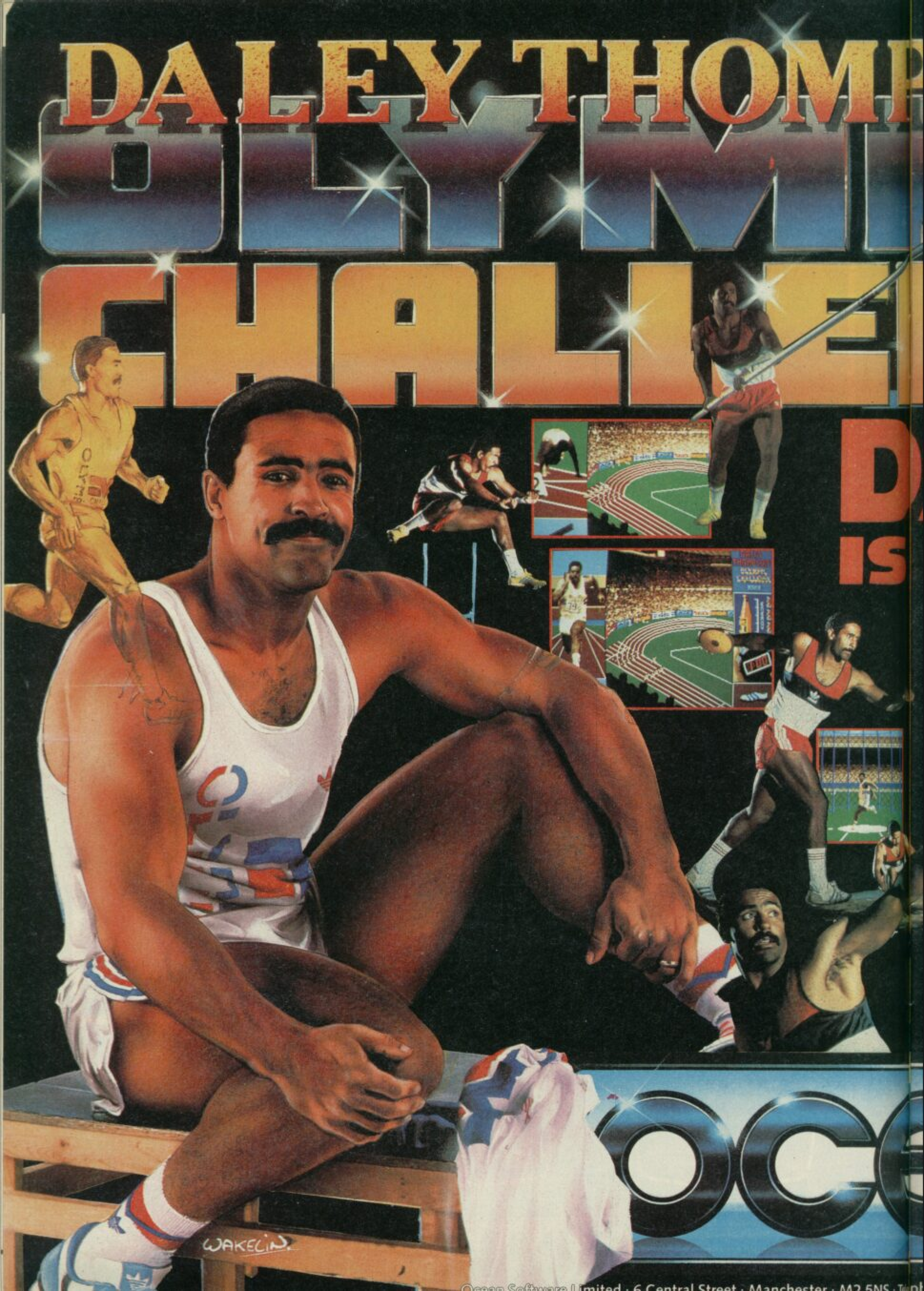


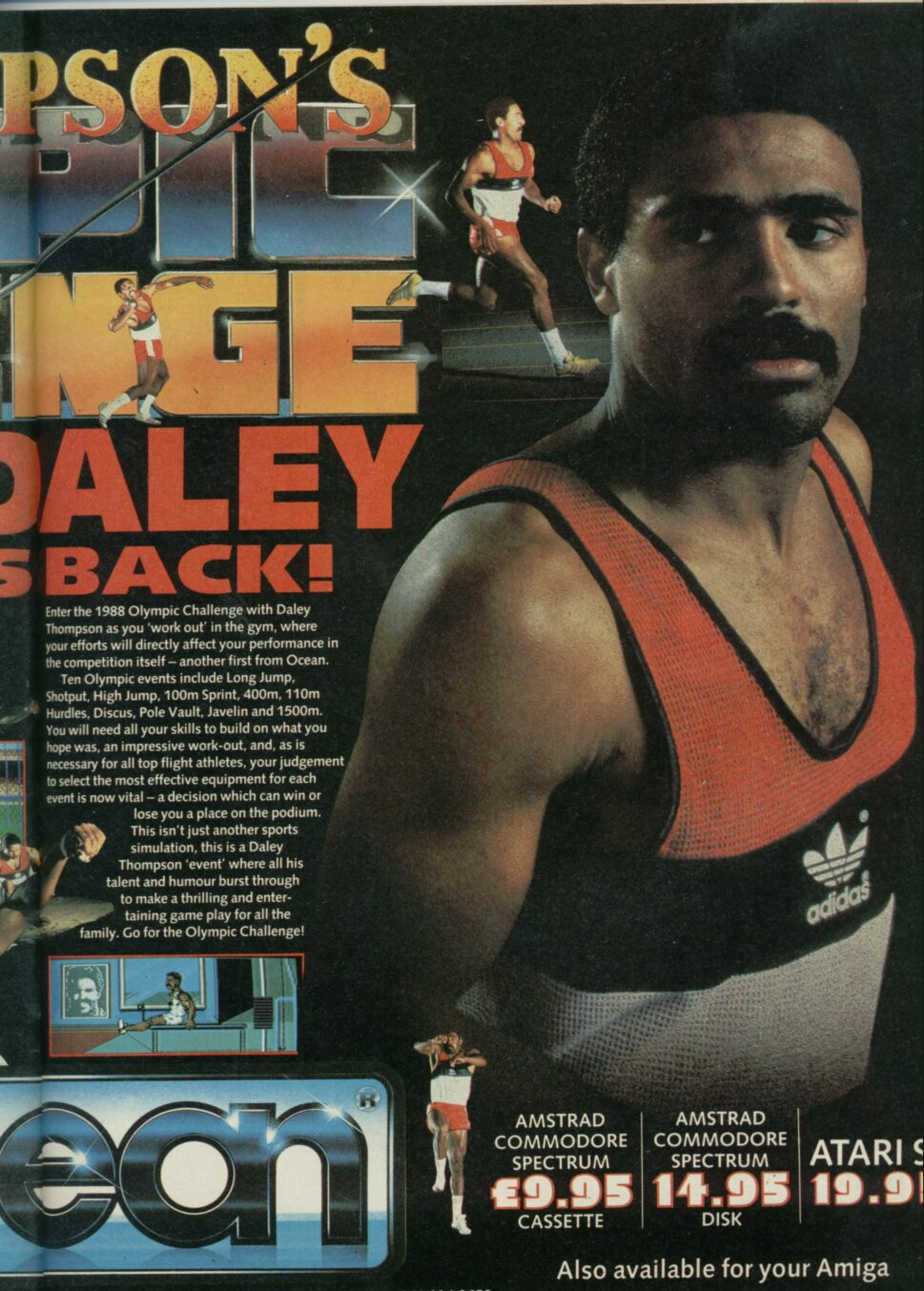
C64 Version



Check your local stockist for availability. In case of difficulty, available by mail order from: Palace Software, The Old Forge, 7 Caledonian Road, London N1 9DX. Send cheque or postal order for £9.99 (C64, Spectrum, Amstrad cassette), £12.99 (C64 disk), £14.99 (ST, Amstrad, Spectrum disk), £19.99 (Amiga) plus 80p P&P. Access and Visa holders telephone 01-278 0751. Subject to availability.

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S BACK!
Enter the 1988 Olympic Challenge with Daley Thompson as you 'work out' in the gym, where your efforts will directly affect your performance in the competition itself – another first from Ocean.
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STREET LIFE

The latest on 'Phil Snout Ate My Broccoli', what's the hip way to wear your belly button, L. Ron Hatstand's (yibble, yibble) guide to church pews and all without a single gherkin.

FULL PRICE GAMES

This Month	Last Month	Game/Publisher
1	(2)	***Football Manager***/Addictive
2	(1)	***Target Renegade***/Imagine
3	(RE)	***Dark Side***/Incentive
4	(4)	***Out Run***/US Gold
5	(NE)	***Bionic Commando***/Capcom/Go
6	(NE)	***Where Time Stood Still***/Ocean
7	(7)	**10 Great Games 2**/Gremlin
8	(3)	***We Are The Champions***/Ocean
9	(8)	**Konami's Arcade Collection**/Imagine
10	(5)	***Buggy Boy***/Elite

BUDGET GAMES

This Month	Last Month	Game/Publisher
1	(NE)	***Air Wolf***/Encore
2	(NE)	***Frank Bruno's Boxing***/Encore
3	(1)	***Steve Davies Snooker***/Blue Ribbon
4	(7)	***Rally Driver***/Alternative
5	(2)	***Ace***/Cascade
6	(NE)	***Yogi Bear***/Alternative
7	(NE)	***Stunt Bike Simulator***/Firebird
8	(NE)	***Beach Buggy Simulator***/Firebird
9	(NE)	***Super Stuntman***/Codemasters
10	(NE)	***European Five A Side***/Firebird

TOP TEN TOUPEE-TOTING WRINKLIES (We think!)

1 Paul Daniels
2 Brúce Forsyth
3 Terry Wogan
4 Arthur Scargill
5 The Queen Mother
6 Kevin Cox
7 Ernie Wise
8 Duncan Goodhew
9 Prince Charles (his has got a hole in it!)
10 Frankie Howerd

Chart compiled by *Gary Baldi* from Romford!



HELLOOO!



Aaaahhh, pigs. What would life be like without 'em, eh? Their little pink trotters, curly tails, wild staring eyes and engaging smell. Gord bless 'em – every last one of them.

Aaaahhh, dice. How could life be so sweet without 'em, eh? Their six reassuringly regular sides, their little round blobs that always add up to seven on opposite sides, the way they never land with the right orientation to let you bag Mayfair when playing *Monopoly*. Gord bless 'em – every last one of them.

MB Games has realised that a hybrid of the two would have to be a sure fire winner (bless 'em) and have launched a pocket sized game called *Pass The Pigs*. You get a plastic pouch containing two pens, a score-sheet and two little plastic piggies. Throw the pigs in the air and see how they land. On their feet? On their sides? On their heads? All the positions have got names and corresponding scores. "I got a Double Razorback, and that scores twenty." "Tough luck, I scored a Snouter *and* a Leaning Jowler, and that adds up to twenty-five!"

You can get *Pass The Pigs* in all good toy shops (and some crap ones) for the porky sum of a fiver! Squeeeaaalll!.

JOKE ALERT

Did you hear about the hyena who ate 40 Oxo cubes and made a laughing stock of himself? Thanks for that little joke go to **Jeremy 'Fattie' Spencer** of Leach Hill, Shropshire.

ADVENTURES

This month	Last month	Game/Publisher
1	(1)	***Time And Magic***/Mandarin
2	(NE)	***Excalibur***/Alternative
3	(NE)	***Night Orc***/Rainbird
4	(RE)	***Football Frenzy***/Alternative
5	(NE)	***Venom***/Mastertronic

Our thanks to **Roger Hulley** of R&R Distribution for compiling the chart.

COMICS

1 ***X-Men*** Marvel
2 ***Excalibur*** Marvel
3 ***Hellblazer*** DC
4 ***Batman — The Cult*** DC
5 ***Justice League International*** DC
6 ***Swamp Thing*** DC
7 ***Punisher*** Marvel
8 ***Grendel*** Comico
9 ***Rocketeer*** Darkhorse
10 ***Roachmill*** Darkhorse

Chart compiled by **Tarafder** and **Chris** at Virgin Comics.

TOP TEN GRAPHIC NOVELS

1 ***Batman Dark Knight*** **DC**/Titan
2 ***Watchmen*** **DC**/Titan
3 ***X-Men*** **(Compilation)** Marvel
4 ***Nam Books 1 & 2*** Marvel
5 ***Love And Rockets*** Fantagraphics
6 ***Iron Man In Crash*** **(Computer Art Novel)** Marvel
7 ***Daydreams And Nightmares*** Fantagraphics
8 ***Elektra Assassin*** Epic
9 ***Silver Surfer*** Marvel
10 ***Grendel*** Comico

Chart compiled by **Tarafder** and **Chris** at Virgin Comics.

• The top of the news this month is the opening of the 'Megastore' approach **Forbidden Planet** in New Oxford Street. And for any of you folks planning a trip to the great metropolis, it's well worth a visit – if only so you realise quite how many comics there are to choose from these days. And also quite what you can pay for them! If you're easily tempted, bring a BIG stash of cash.

This month, there are a few changes around here, we'll still be giving you the Top Ten Comics according to **Virgin Comics** here in London, but from next month we'll also be giving you the *Your Sinclair* Recommended Comic List. Watch out for 'em.

Something else we'd like to do is to give some mentions to some of the good comics shops up and down the country. Why don't *you* start recommending some of your local comic stores in your area so we can give 'em a quick plug here in *Your Sinclair*.

But back to this month, what's happening on the ol' comics front? Well, from the top ten, the *X-Men* and its spin-off, *Excalibur*, are at the top, but then you'll always find those X-folk somewhere near the top. You either like 'em or you don't. The *X-Men* were originally famous from earlier issues (issue 94 onwards) because of the writer/artist team of **Chris Claremont** and **John Byrne**. And if you're interested in these, then please don't rush out and buy the originals at £25 odd each – just go buy Marvel's *Classic X-Men*, which is reprinting all those brilliant issues, plus a new feature each month by **Claremont** and **John Bollard** (of *2000 AD* fame).

On the DC side of things, *The Cult* – an upmarket Batman story – is going to be another smash, but it's expensive – so get some of your mates to club together and buy it. If you want more of the Batman, then you could do no worse than *Justice League International*. The title is very much tongue-in-cheek, and there are a lot of laughs – watching the back biting that goes on between the heroes is often more fun than seeing them beat the villians once again (yawn!). *Swamp Thing* – well, it's probably had its best days with writer **Alan Moore** (and now reprinted in book form by Titan Books), but for the more intellectual of you, it's still pretty good.

Independent comic companies, such as Comico and Dark Horse, are beginning to be a real force against the virtual monopoly of Marvel and DC. And the product is often spectacular. Comico's *Grendal* is a case in point. From **Matt Wagner**, author of the same company's *Mage* series – worth begging, borrowing or stealing! – *Grendal* is a weird combination of good story, very stylised artwork and much strangeness. I'm hooked mainly because I *don't* know what's going on!

If you want my hottest tip for best comic artwork at the moment, look no further than **Todd McFarlane** in *The Amazing Spiderman*. It's great, and goes back to issue 298 if you're in collecting mode. Todd used to work on Marvel's *Incredible Hulk* title for a while and they're also worth a read (issues 330 to 347) – but don't stop there, as you may also be quite turned on by the new *Hulk* artist, **Jeff Purves**.

Finally, if you want to get a whole lot of comic for your money and a good introduction to a lot of good characters and comics talent, try *Marvel Presents Wolverine*. Each issue contains four stories, including back-up stories on *Man-Thing, Master Of Kung Fu*, and one other – such as *Daredevil, Hulk, Captain America* and *Iron Man*. The writer and artist credits include some of the best around in the industry – so check it out!

Roger Mumford

RACHAEL'S BACK ROW FILM REVIEWS

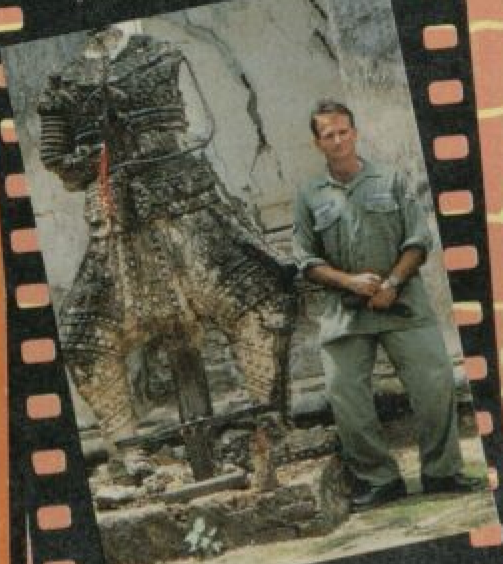
GOOD MORNING VIETNAM (15)

Robin Williams, Forest Whitaker

Oh how I hate to get up in the morning — especially if it's for yet another Vietnam movie. Maybe listening to the radio will wake me up? It definitely would if wacky Adrian Cronauer was the DJ.

Cronauer is none other than Robin Williams, of *Mork And Mindy* fame, fast talking his way through 'big muddy' in a style which has the top brass reaching for their full metal ear muffs. He's an army DJ, and from the way most of his colleagues behave you'd think their job was to kill the enemy with the platters they play. Their idea of some up-tempo boogie is Max Bygraves.

Enter Cronauer with plans to change all that. He's into solid rock, rhythm and blues for the boys listening across South East Asia — which makes for a great soundtrack. Between the records he improvises spaced out links, with characters like the camp French fashion expert who announces, "This season, camouflage is in!" He's either a candidate for the National Theatre — or the funny farm!



All of which is guaranteed to drive his superiors dotty, but they can't get rid of him because the troops in the field love his lunacy. His battles with the brass hats make up the meat of this wildly entertaining movie, which looks at war and military madness from an entirely new angle.

In the end it's Williams' film though, as he fast talks his way from one situation to another and even finds time to get involved with a Vietnamese girl, then get lost in Viet Cong territory! Good morning Adrian Cronauer!

THE RUNNING MAN (18)

Arnold Schwarzenegger, Yaphet Koto

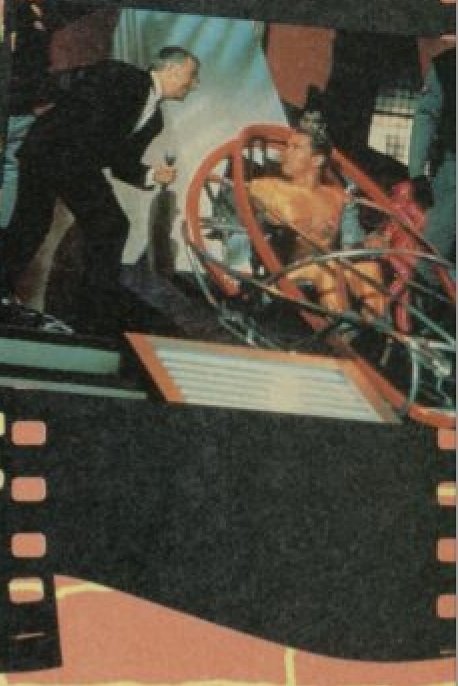
Okay — so I know that some of you won't be able to go see this 18-rated gore feast, but as it's a natural for a computer game you'd better know what Big Arnie's up to on this outing.

It may not sound like an adults only affair seeing as he's appearing on a game show, but the price that's right could cost you your life, for in the year 2019 the US of A is run by a totalitarian government (no, I don't mean Ronnie's still in power) and anyone guilty of crimes against the state gets their guts spilled on prime time TV!

Richards (Arnie) makes the mistake of refusing to gun down a crowd of innocent demonstrators from his police helicopter, which immediately puts him on the other side of the law. Meanwhile *The Running Man*'s producer is looking for a boost in the ratings and reckons that blasting the big guy could do the trick.

So he consigns Richards to the rugged arena, along with two other rebels, Laughlin and Weiss, plus sassy female, Amber, who has been framed by the state because she knows too much. Set against them are some of the show's favourites, including Subzero, with his razor sharp hockey sticks, and Dynamo, an opera-singing human Christmas Tree decoration!

The audience goes wild as little old ladies bay for blood and Arnie gets the runs. Meanwhile any of you old enough to share in these tasteless delights can enjoy loadsaviolence — purely of the cartoon variety — seat edge thrills and a few well-chosen sideswipes at sensation seeking television shows. Sick, suspenseful and enormous fun!



Well that puts the wraps on that one for this month. Was it good for you? What do you mean, "No?" So you think you could do better? You got a totally heinous lightbulb joke? You got an incredibly zany top ten? Okay, then — send it to Street Life, *YS*, 14 Rathbone Place, London W1P 1DE. If it get's printed you'll win not only a game but also a jolly *YS* badge. Blimey!



The year is 1987; Robin, an 11 year old boy with phenomenal psychic powers is in a trance. His mind has left his body and travelled through time, taking him to a post-holocaust Southampton ruled by Fascist forces — The System.

Everywhere is bare, scorched and desolate. He is totally alone!

The friends he left behind are powerless to help him as they stand over his inert body, watching transfixed as his fluorescent green eyes reveal like a TV screen the horror and devastation of his surroundings.

Will Robin survive?

Can he blow up the enemy generator, defeat The System, free the prisoners and return to the present?

He has just 24 hours to save the world!

NEW FEATURES

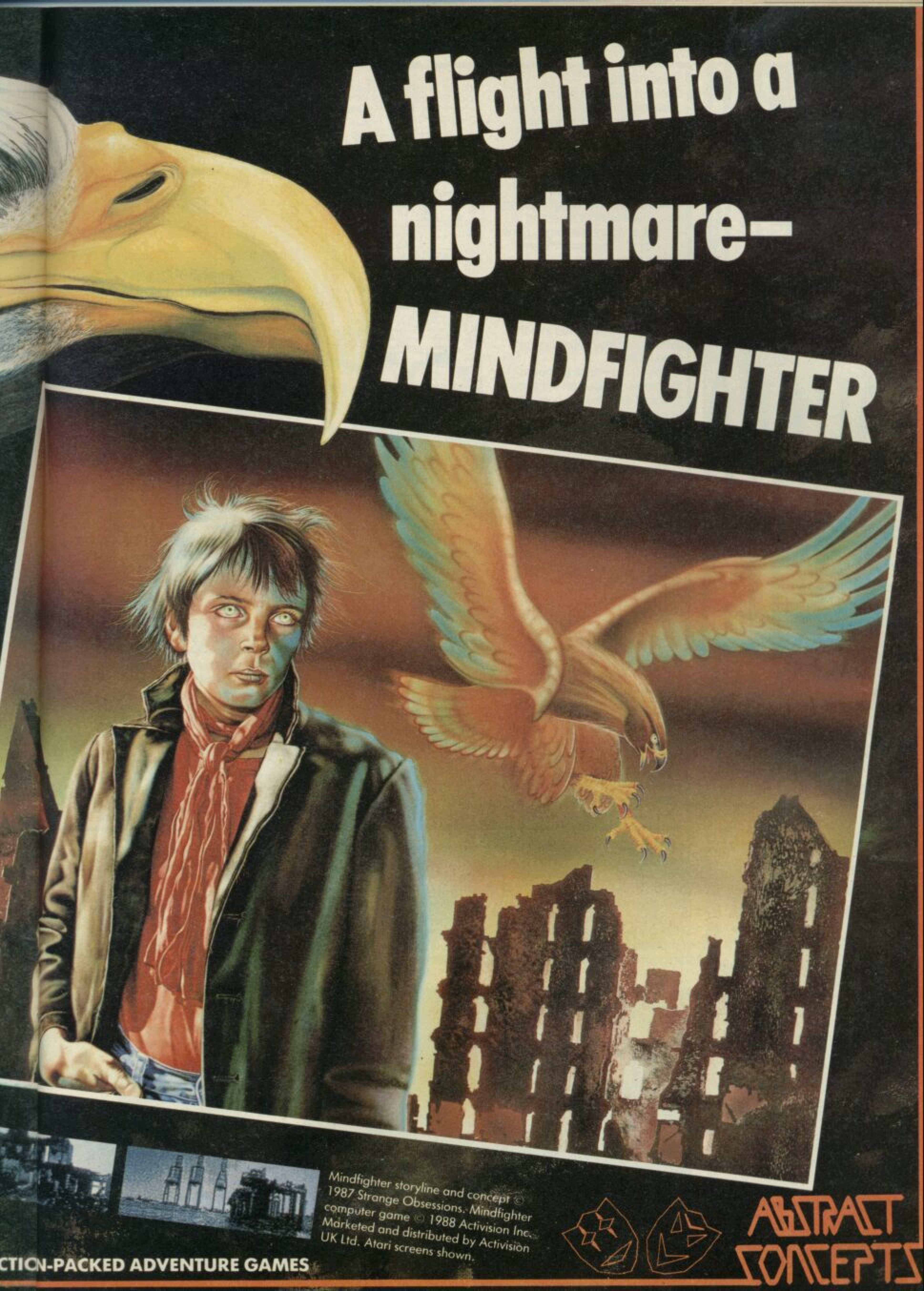
- Icon driven
- Intelligent interactive characters
- Full OOPS command
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MINDFIGHTER — THE FIRST OF A NEW GENERATION OF ACTIO


A flight into a
nightmare–
MINDFIGHTER
Mindfighter storyline and concept © 1987 Strange Obsessions. Mindfighter computer game © 1988 Activision Inc. Marketed and distributed by Activision UK Ltd. Atari screens shown.
ABSTRACT CONCEPTS
CTION-PACKED ADVENTURE GAMES

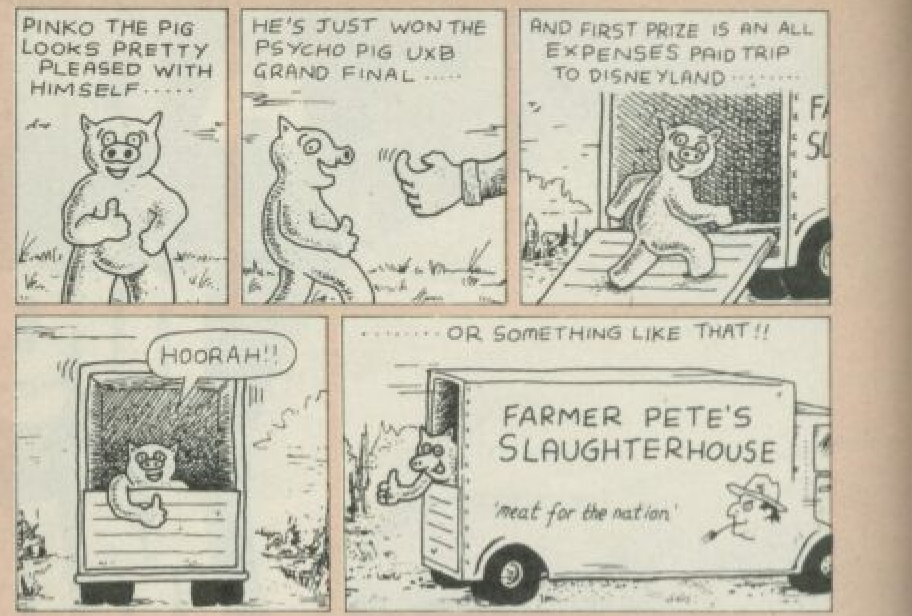
SCREEN SHOTS

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Dunc If you were paying attention you probably saw Phil's mega scoop preview in the June ish. If you weren't then you deserve a slap on the trotter (slap, squeal). Anyway, there's some good news: the game is now out! Some more good news is that I'm going to try to review it without resorting to the use of countless 'piggy puns.' I wonder if I'll succeed? Here goes (chops away).

As Phil divulged, *Psycho Pig* is a coin-op conversion of a Jaleco arcade machine called *Pigs And Bombers* which hasn't actually been imported into this country, so you probably won't have seen it.



As you may have gathered the game is based on the zany antics of everybody's favourite farmyard chums. Yes, pigs. And in this case the pigs are armed and extremely dangerous. Let's have a butchers (groan).

After a brief introductory parade of your fellow constestants, the playing area is revealed and your pig enters from screen left. Also on screen are your porky opponents and loads of bombs with numbers on them. The referee blows his (pig and) whistle and spammo — the game is on.

Moving at the speed of ham (quickly), your opponents zoom about the screen, pick up bombs, zoom about the screen a bit more and then eject their explosive payloads — quite often in your direction. You have to do much the same thing; the object being to turn them into crackling while dodging about and saving your own bacon.

The bombs, when thrown, travel a half screenish distance before coming to rest. If they hit a pig before coming to rest, they explode — taking out anyone in their immediate vicinity. If they hit a wall they bounce back — following Newton's laws.

The action is pretty frantic, but a lot of bombs *do* tend to come to rest, and this is where the numbers embellished on them (remember?) come into play.

On leaving a pig's trotters a bomb will begin to count down towards zero. The seconds tick away visually, until at about three seconds (and counting) the bomb will begin to flash. Guess where it isn't a good idea to be standing? (*Next to the bomb? An incredibly astute reader*) Yes, that's right — unless you want to pop your cork (or, indeed, cop your pork).

"*Psycho Pig* is a porker of a corker."

As you progress up the levels things get, as you might expect, a lot trickier — the initial countdown number on the bombs get smaller, some of the bombs start counting down without even being picked up and the pigs get harder to kill — requiring more direct hits.

Occasionally a deceased opponent will leave behind a little icon. Helpful little chaps, these, bestowing you with extra powers; throw further, blast protection suit, wider explosion and run faster to name but four.

Every so often, between the levels, there is a sub-game: a section where you can get to fatten up your score. For about one minute pigs will pop their heads up out of holes in the ground. What you have to do is run around planting kisses on their gobs before they pop back down again. The more tongue sarnies you deliver, the more points you get.

The graphics are animated nicely, and there's no colour clash (largely because there's no colour — but this is the kind of game where different coloured sprites would cause horrendous problems). In the sound department it's just spot effects on 48K, but on 128K there's a continuous tune (sort of an Irish jig stroke hillbilly foot stomper). Oh, and by the way, there's a simultaneous two-player option,

US Gold/£8.99

Macca Forget the Monaco Grand Prix, and cast your best disdainful glare at the Indianapolis 500, because these two great road races are just a Sunday drive down to the park compared with *Road Blasters*, the roughest, toughest, baddest (and most luridly coloured) race of them all.

You, steering your two door GWB 68 Turbo, drive down a succession of green brick roads (in 'off to see the Wizard' vein), passing through a continent of green countries, racing through green alternating checkpoints, bulleting through rally points, swerving to avoid the sleek and fast (and green) Stingers, Command Cars, and Rat Jeeps who happen not to like you, blasting mines, gun turrets and those nasty metallic conkers out of your way, while trying to catch the green attribute packs dropped by the support jet to acquire an arsenal (honk!) of extra green weaponry and shields — phew!



Yes, this game is green, an emerald 3D driving game with *Out Run* undertones — but not quite as downright challenging. As you may have already guessed you play a car, one of those Lotus lookalikes with the exposed Nitro-injector engines and those smarmy double exhaust pipes jutting out the back, which you steer along a meandering three lane road. Out of the perspective horizon, nasty opponent cars appear, seeking to give you a hard time or run you off the road. Your only protection is a petty machine gun and your reflexes.



YS Seal Of Approval
All games reviewed in Screenshots are finished products.

PSYCHO PIGS UXB

so you can throw bombs at your best friend as well.

All in all, *Psycho Pigs UXB* is a porker of a corker. As addictive as bacon and twice as sausagey — especially on 128K.

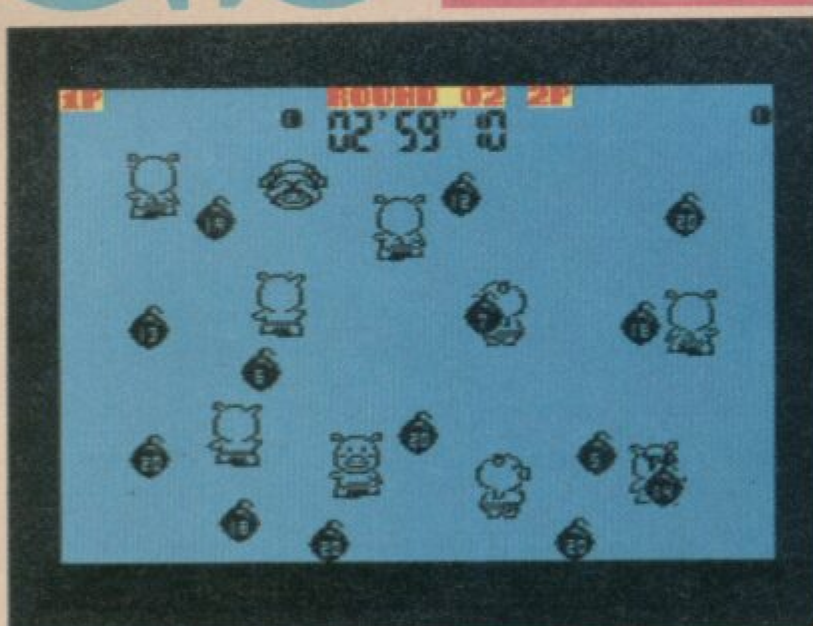
Anyway — how did I do in the 'not making any awful piggy-pun stakes?' (*Not very well. Ed*). Oh.

YS CLAPOMETER

A meaty, frantic dashabout the screen and bomb anything that moves 'em-up. Like a bacon sandwich, you'll be coming back for more.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

8



See that little icon on the bottom right? Picking it up will enable you to hurl your bombs just that little bit further — frying tonight!!

ROAD BLASTERS

As you progress, you find that those round blobs you've been avoiding for hours are actually extra fuel and ammo, and those flat things you've been running into all the time are actually mines. Then you realise that the funny plane that occasionally appears above you is not trying to drop a thermonuclear warhead on you but extra weaponry instead. It's a learning process y'see.

The car graphics are pretty good, but the control is a little over sensitive and a happy medium is hard to maintain. The road itself, although green and bland, moves very smoothly and realistically and without a whisper of a flicker. The scrolling scenery is a little monotonous — basically trees, bushes and other arboreal delights in guess what novel colour? But in the heights of gameplay passion you rarely notice.

Gameplay isn't overly fierce, but there is a choice of difficulty in the form of regions: Bubble City, the Forest sector and the Desert region — each one being a dab more treacherous than the last. And collision detection is very iffy — you can actually manage to drive over a car before the computer notices that you should be exploding into thousands of green pixels.

This is one of the game's you expect to be good, find it seems rubbish, and then suddenly find it sticks to you like an addictive leech. Although it doesn't compare very well with the original arcade, its remorselessly lulling gameplay, slick programming and the occasional good graphic elevates it to possible *Out Run* equality.

YS CLAPOMETER

A verdcant road racing game. It grows on you like an addictive leech.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

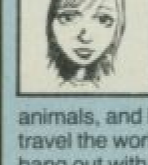
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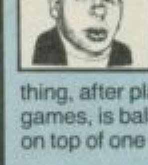
JOYSTICK JUGGLERS

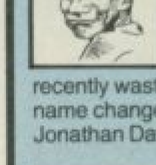
They're back again (again, again, again). Yes, it's those wibbly wagglers, those waggly wibblers, those wbibbily gwab . . . those blwigbly . . . (gasp). Oh well, suffice to say it's *them*. And here they are. Hoorah.

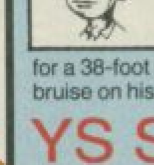

David 'Macca' McCandless
Fab Macca, the shoot 'em-up fiend who's gradually taking over the world. He rather enjoys POKEing things. Ah well, whatever lights his McCandle.


Marcus Berkmann
The ex deputy-ed who loves Spectrum gaming so much that he's sellotaped a +3 to his head and superglued a couple of joysticks on his kneecaps.


Rachael Smith
The *YS* film critic cum fun-bunny. In her spare time she likes to work with young children and animals, and her ambition is to travel the world, meet people and hang out with brain surgeons.


Sean Kelly
Sharper than a kitchen utensil and three times as functional, Sean's second favourite thing, after playing and reviewing games, is balancing wooden spoons on top of one another. The clot.


Jonathan Davies
The ST owner who still can't bring himself to hang up his old rubber keyboard. Jonathan recently wasted £25 having his name changed by deed-pole to Jonathan Davies.


Richard Blaine
Your Play By Mail host dives into the screenshots foray and emerges almost unscathed, except for a 38-foot long scar and a small bruise on his pinky (oo-er).

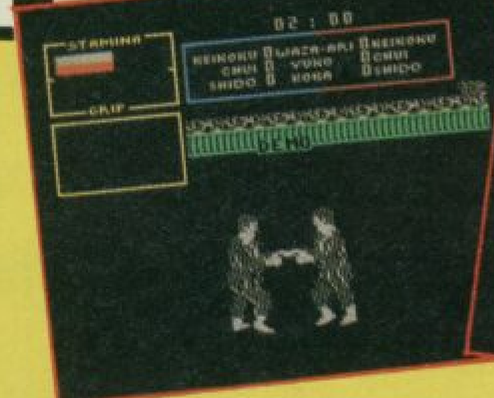
YS SCORES

10 — A deer (a female deer)
9 — A drop (of golden sun)
8 — A name (I call myself)
7 — A long, long way to run
6 — A needle (sewing thread)
5 — A note (to follow 6)
4 — A drink (with jam and bread)
3 — Which leads us (on to 2)
2 — Which leads us (on to 1)
1 — Which takes us, erm (back to 10)


The Ad
The


dventure Goes On
E OVER II
e Video-Game
NEW TASK STANDS BEFORE YOU...
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STRUGGLING ON
After abandoning the ship you capture an ADREC in order to continue advancing on the planet. A dagger is the sole weapon you rely on to fend off the inhabitants. You fight against the enemy troops. You have to steal a weapon. And advance forward, straight ahead. Nothing can detain you.
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DINAMIC

KARATE ACE





Star Games/£14.99 cass/£17.99 disk

Jonathan *Karate Ace* is a whole bunch of games with one thing in common, and it's not necessarily karate, strangely enough.

However, if martial arts sounds like your idea of fun, this could be your lucky day, 'cos this compilation contains some of the bestest oriental-type games around (and some of the worstest too). Glancing down the list below, you'll see that most of them date from the early Mesozoic Era, but why let a minor point like that spoil the fun?

So, chop chop, let's not hang about. With no discernible attempt at an eastern accent, here's the rine up . . .

The Way Of The Exploding Fist: Need I say more? Oh really? Sigh. Known as *'Fist'* to its friends, this is the great-grandaddy of them all, and looks none the worse for wear. Okay, well a bit then. The graphics have since been bettered, and there's very little variety.

But oh how that beeping intro tune brings back memories! And that eye-watering kick in the goolies, probably the all-time greatest move ever. However, the opponents aren't too bright, and repeating a certain move a few times gets you through every time. It's definitely best with two players.

YS hadn't learnt to count way back in '85 when this one appeared, so there's no rating for it, but we liked it all right.

Kung Fu Master: The only coin-op conversion in the collection, and the worst of the lot in my opinion. The idea is to battle through the five floors of a temple to rescue the poor damsel held captive at the top (sorry ladies!).

This involves beating up the obligatory crowd of baddies with the various moves available to you. The graphics really turned heads when the game first appeared — away mainly — and today they look worse still. Slow, stodgy, tons of colour-clash. Playability isn't too bad, but the whole thing seems so vague it's unlikely to hold your interest for long.

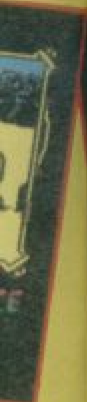
Kung Fu Master managed an eight first time round, but things have changed around here.

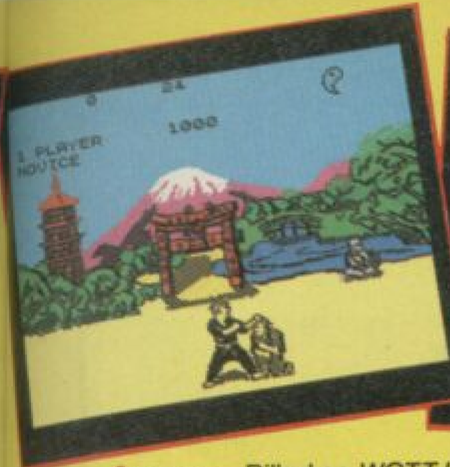
Way Of The Tiger: Maintenant vous parlez. This is a three-part multiloader, but don't hold that against it.

The graphics are what really makes this one, and they look good, even over two years later. The attention to detail is fantastic, particularly in the backgrounds, where fish plop out of rivers, owls fly overhead and peasants walk past pushing carts. Also worthy of a mention is the 3D parallax scrolling, which works vertically as well as horizontally. A little sluggish perhaps, but it brings a whole new dimension to the game (hence '3D'. Gottit?).

The three chunks are Unarmed Combat, Pole Fighting (Warsaw this about, then? Ho-ho) and the grand finale . . . Samurai Sword Fighting. They're all good fun, although you'll be lucky to get a whack in edgeways on the last part.

A Megagame in its time, and it still looks triffic today.







Avenger: Billed as *WOTT II* (or Wotty), it's really nothing like the first part. But it's still darned good.

Gauntlet is what first springs to mind. Same overhead view, same maze, same scrolling, but otherwise totally different. Continuing the beat 'em up theme, in order to dispatch the various nasties that come your way, you can punch and kick in the traditional manner or, if things get desperate, let loose with the shuriken. There are loadsa objects to pick up too, so you won't get bored.

Once again, graphics are first class (yuk, I hate that programme . . .) with nice smooth scrolling and there are plenty of sound FX and tunes.

Once again, a Megagame originally, and it holds onto its title on the curtain call.

Bruce Lee: If you thought *Fist* was going back a bit, how about this? I'm amazed the British Museum let Star Games have the master copy back!

Brucie got mixed reactions when he was let loose on our screens, oooh . . . must be three years ago now, and I still feel that way now. On the one hand, it's great fun dashing around the wizard's fortress collecting lanterns for a while, but as I remember, this was the only game I managed to beat eight times in a row without losing a life. It really is incredibly easy once you get to know the routine. And there aren't that many rooms to explore, so that doesn't take long.

The graphics look pretty disgusting as well. They're primatively drawn, and exceedingly repetitive.

Uchi Mata: Ooch! This one looks a bit rough round the edges. It also has the honour of being the only judo simulation I've ever come across.

Actually, underneath all the tatty presentation, odd-looking, flickery sprites and utter, utter lack of sound there's quite a strategic little number lurking in there. The idea is to execute as many judo throws as you can, as well as possible and so pick up points. These moves are quite nicely animated, but the blokes flicker so much it's easy to lose track of them at times. *Uchi Mata*, incidentally, is another name for the pervy-sounding Inner Thigh Throw.

Uchi takes a while to get into, but could be quite fun once you get the hang of it. I think most people are likely to be put off by the sordid presentation before they get that far though.

We gave it seven initially.

Samurai Trilogy: This is another Gremliny three-part ninja jobby, but not really in the same league as *WOTT*.

There are some very nicely done title screens, with a whopping great character set and a good tune, but after this things go sadly downhill. While the backgrounds are well-drawn the sprites themselves look decidedly limp-wristed, and animation is poor. As a result, the game isn't really terribly playable, and the three sections — Karate, Kendo and Samurai — don't contain enough variation to make the thing worthwhile. The training element, where you can choose three areas of ability to improve, doesn't help a lot either.

Samurai Trilogy originally netted a seven.

So there we have it. A mixed bag, as the weather man would say. A couple of goodies, a few averagies and two or three that aren't really worth the bother.

It goes without saying that you'd have to be a pretty determined chop 'n' slasher to be interested, but then again I think that covers most of us. But I do have a couple of little queries (quiet at the back!): why's it so pricey, and why fill two tapes with largely identical games?

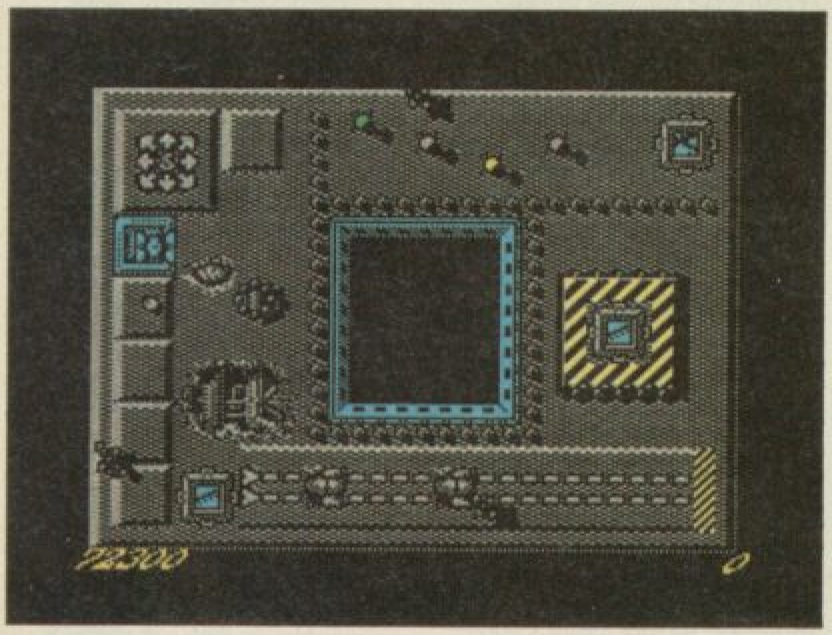
Still, it does come in a nice big cardboard box, and being available on disk will make it very attractive to certain sections of society. If you haven't already got the gooduns, I'd give it a go if I were you.

YS CLAPOMETER

Wide ranging in quality, but not in content. Could be interesting.

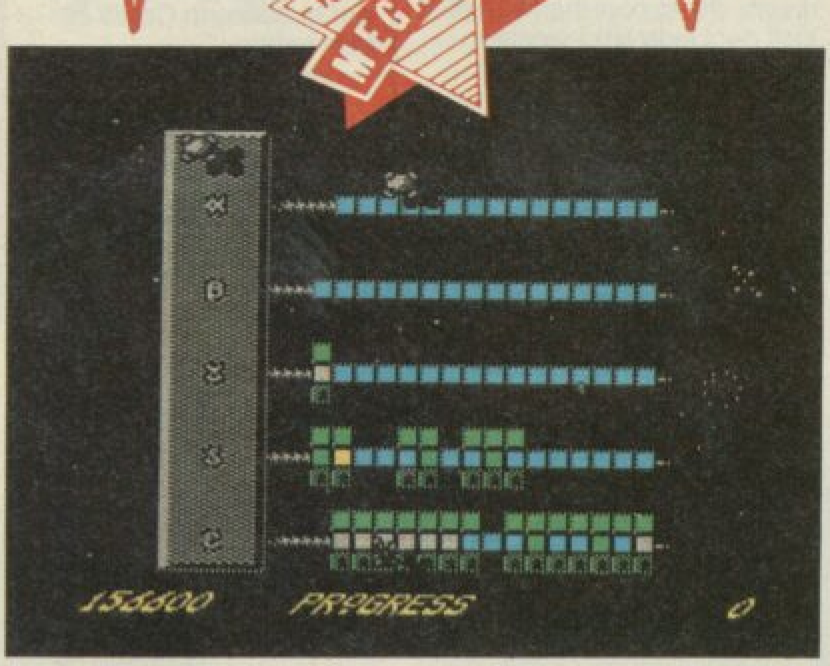
Exploding Fist 7
Bruce Lee 4
Kung Fu Master 4
Avenger 9
Samuri Trilogy 5
Uchi Mata 6
Way of the Tiger 9

INTENSITY



One of the easier screens, believe it or not. The skimmer is the little round thing with the blobs around it, and the sparkly clouds are the nerrty leetle aliens. The bit surrounded by arrows is the exit, and the number at the bottom left is my score, not my pulse.

YOUR SINCLAIR MEGAGAME



This is a map of the game which pops up between levels. The filled in parts show where I've been so far, going from left to right. You'll notice that the difficult screens at the top are all blank, of course.

Firebird/£7.95 cass

Jonathan It's not often that you find a game as close to perfection as this one. In fact, it's so hard to fault *Intensity* that for once I don't think I'll bother. So here goes: the world's first totally, utterly positive review...

What we have here is the newie from Graftgold, the guys behind *Uridium*. Like most of their other stuff it's highly original, so I'm going to have to explain it from scratch. Let's start with the plot, just for a change.

One of Earth's colonies has come under attack from some fiendish aliens and the colonists on board have decided to abandon ship, as the space station is rapidly disintegrating. Their only escape route is via one of five shuttles, and these can only be reached with a drone craft, which in turn is guided by you in your skimmer.

Allow me to elaborate. The colonists leap out of their little holes in the ground one at a time. It's your job to make sure the drone craft is in the right place to pick them up, by marking landing spots for it. It will then fly in more or less a straight line to that place, so you'll have to make sure it doesn't hit any walls, or aliens on the way.

Ah yes, the aliens. They had to come into it somewhere, didn't they? When an alien first appears it's relatively harmless. But if left long enough, it'll gradually mutate into various gruesome nasties which could do untold damage to the drone. It's therefore wise to dispose of them as fast as possible by bashing into them with your skimmer. If the drone takes too many hits it'll blow up, along with any colonists on board. But once you've picked up enough peeps, move the drone to the exit and you'll be able to jump to the next screen.

The way the playing area is organised is t'riffic. The map is split into five levels, each of varying difficulty, which are all split into sixteen screens. The last screen contains the shuttle to freedom. As well as jumping to the next screen in the row, you can also jump between the five levels for a bit of added spice. The route you take at the end of each screen is determined by the number of scientists you pick up before exiting, and this means there are endless ways of finishing the game, some easy, some appallingly hard. The first person to map it all out deserves a knighthood!

As you can probably imagine, the graphics are all excellent. Being static rather than scrolling, an incredible amount of detail has been packed into each screen, and the animation is stunning! And as you need to keep track of both the skimmer and the drone, along with all the aliens, colonists and other things, you'll need at least 47 eyes glued to various parts of the screen if you're going to stand any kind of a chance.

But if all that sounds complicated, you ain't heard nothin' yet. As you rescue each colonist a little R-shaped sprite pops onto the screen. Pick it up and you gain one resource unit. After each screen, or after losing a life, you're given the opportunity to order new skimmers and drones. Naturally the best ones are the most expensive, and also take longer to deliver.

Even with the great graphics and the multitude of things to do, *Intensity* could (a one in 40,000,000 chance, admittedly) have turned out to be a bit of a cucumber. But nope. What really makes it compulsive is the way that all its elements work together to keep you totally absorbed. The fast, polished gameplay ties it all together nicely and as there are so many different ways to get to the end it'll take you weeks to explore all the possibilities, starting with the piddlingly peasy-weasy ways and building up to the meanest route, but with the highest score.

To tell the truth, I'm totally hooked! *Intensity* is a definite contender for Game Of The Year (yep, another one) and a compulsory purchase.

YS CLAPOMETER

Intensity *will have you hooked from the moment you get your finger round the joystick!*

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

9

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EXCLUSIVE MEGA PREVIEW

SAVAGE

STOP PRESS! The PC version of *Savage* has just been voted the best PC game ever in the USA!

Full colour graphics with not a blotch of black and white? Sweat stimulating gameplay? Coruscating sound and unrelenting addictiveness? All in one Speccy game? Cor blimey we couldn't believe it, so we sent *David McCandless* on a quick exploration to Probe and he couldn't believe it either!

Savage is a medieval slash 'em up, featuring all the best elements of *Karnov, Trantor, Cybernoid* and *Dark Sceptre,* played over three individual games on two cassettes in one package. Designed by Fergus McGovern and programmed by his company Probe, *Savage* intends to create a new wave and standard of games development across the home computer market.

The game consists of four loads, but the programmers, David Perry and Nick Bruty, have dispensed with conventional multi-load laws and have included a password routine which eliminates the laborious "rewind to part one" syndrome when you die. So on completion of each section you are given a special password, allowing you access to the next game. The first load is an introductory program, describing the full storyboard and containing a distinctive opening sequence and background sound track. This part only needs to be loaded once to build up the atmosphere and from then on the game is yours . . .

And what a game! The graphics! The addictiveness! The colour! The playability! Wow! Read on for more details.

GAME 1
The Dungeons

■ The first section takes place in the dusty dungeons and cobwebbed catacombs of the Evil Lord's fortress. You, the big strapping hero (blond of hair, bulging of muscles, and small of brain) have snatched your chance and attempted an escape.

Getting to the roof is your best bet and from there straight onto the mountains of Death Valley — but it's easier said than done. In your way are three levels, populated by the ugliest and meanest nasties I've ever seen, segmented dragons, trolls, bats, sharks and all manner of creepy-crawlies. And if all of them were not enough, you also have to negotiate chasms, fire pits, and sinking platforms.

The graphics in this part are immaculate and the gameplay is well (at the expense of being corny) savage to say the least. Your character dominates an amazing 32 square characters of the screen and lopes around full colour left/right scrolling tunnels, corridors and halls. And the colours are completely stunning! They leap out of the screen at you, shades as yet unseen on the Speccy, and in spite of these hundreds of hues ruling the screen there's no clash, no flicker and not an instant of slowed down action. Sometimes, I almost wished the amount of graphics *would* affect the speed of the game so I could actually survive for longer than a minute!

Back in the game, our hero fires axes to protect himself. Nasties explode all around in massive explosions, smearing debris into every corner of the screen. Vapourised monsters often leave behind an object in their radioactive wake. These can be score raising items such as jewels and gold, weaponry — axes and thunderbolts, — or shields like rotating maceballs and forcefields.





At the end of each level there is the customary mega-nasty to defeat. These are usually dragons (which must be shot head on) or perhaps another creature Fergus affectionately named 'Guzzy Rump' which I think deserves a good long 'honnnnk!'

If you do manage to fight your way to the roof level, run across the moon lit battlements, beat the final behemoth, then well done! But you're only a third of the way there, cos next to come is Game 2 . . .

HINTS 'N' TIPS

- Shooting these provides you with bottles of extra energy.
- Collect the jewels for big bonuses.
- Thunderbolts double your fire power.
- These icons can be anything from shields to gems.
- Shark's fin — kill it and see the effect.

GAME 2
Death Valley

■ The story so far . . . our hero, a little lacking in the old grey matter, has remarkably escaped from the Evil Lord's fortress and is now flying through Death Valley as free as a bird. Suddenly, in mid-flight, he remembers the 'buxom beauty' who was captured with him. Not an unpleasant recollection until he realises that she isn't with him anymore (clever) and that he's left her at the castle (even cleverer still). So it's off back the way he came, across Death valley to rescue the fair damsel.

However getting back in is much harder than getting out. Now our hero must meander around and between the huge living monoliths which rush towards him across the 3D landscape. At the same time, he must try and shoot the guardians guarding each of the three levels. Then — and only then — can he re-enter the fortress.

Gameplay in this section is the fastest and most furious. Weaving around the pillars is a hectic combination of reflexes and skill, similar to the ancient but addictive *3D Deathchase*. In the same style as part one, the full colour graphics bullet around the screen in-between blinks and the realistic purple mountains shift up and down like every good perspective horizon should.

The monoliths are a brilliant monster green and if you crash into them, their faces fill the whole screen, bloodshot eyes, fanged mouth. and sickly red tongue — amazing!

Again, this section has three levels, each defined by a differently coloured surface and a new nasty to contend with. A pair of bouncing trolls hassle you on the second level, and then on the third there's a ghost dodging your magic bolts.

This is easily the most addictive of the three. The sheer speed is enough for any game, but in this there's the added attraction of more graphics and eventually the password to get you onto the third and last game . . .



Wow, get a load of that monolith! :Luridly green, glaring at me with those sleepless eyes, slobbery tongue flopping from it cavernous mouth — a beautiful grapnic if I ever saw one. Pity it's just killed me



At this point I'm using my might weapon (fwar, honk) to do away with this meaty (peep, squark) guardian who's stopped from flying into the second level. Watch the bagic-bolt veer off at a true 3D angle.

GAME 3 The Rescue

■ At last (and about time too) our hero has reached the castle. But he can't get in. Last time he escaped off the roof but now it's several hundred feet out of reach. But all is not lost, our trusty warrior has more than hair and muscle up his sleeve. In a moment of rare thought he remembers the golden eagle he be-friended ages ago by pulling a thorn out of its talon. He summons it, mounts and flies to the roof and into the castle.

This level is possibly the most demanding. You, an eagle now, must fly your way through a maze of passageways and caverns in the hope of finding your dream girl's cell. Around you while you flap in eight gloriously coloured directions are varying hazards. Fire-sprouting gargoyles, spikes, trap doors and the like, as well as the fierce flying creatures intent on revenge after their defeat in the first game.

The animation of the main character is infallible and the end sequence, when the warrior finally meets up with his babe, is apparently going to be very er, explicit. I shall say no more! *(Too right. Ed)* Watch out for *Savage*. It's gonna be good.



FAX BOX	
Game	*Savage*
Publisher	Probe Software
Price	£7.95 cass/£12.99 disk



PROBE

■ Probe was founded jointly four years ago by **Fergus McGovern** but after a management buy-out he became the sole director of the already thriving company. Originally starting on the C16 and VIC20, the company elevated to the Speccy and C64, and now encompasses the Amstrad, Amiga, ST and even the PC. A formidable list of Speccy titles back the company's success: *Mantronix, Metrocross, Xevious, Trantor, Arkanoid, Solomon's Key, Out Run, Enduro Racer, 1943* (that's five megagames) and now *Savage* (the sixth?). In addition, most of these and more have been introduced across other computer formats. Over the years, a multitude of giants have engaged Probe's services including US Gold, Ocean, Activision, Mastertronic and more recently Firebird.

Nestled in a trendy apartment block in downtown Croydon, Probe employs 72 programmers and graphic artists who either work freelance or in-house depending on preference (and the current arcade machine in the office).

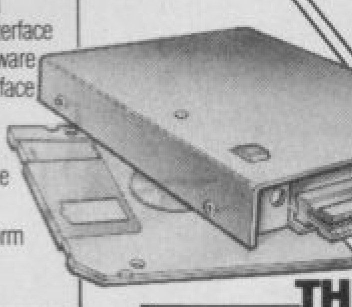
The average production time spent on a game can be anything between four and seven months. This is because the aim of the company is to "strive for stylistic improvement and quality control" — and it sure has striven well with it's new release, *Savage*.

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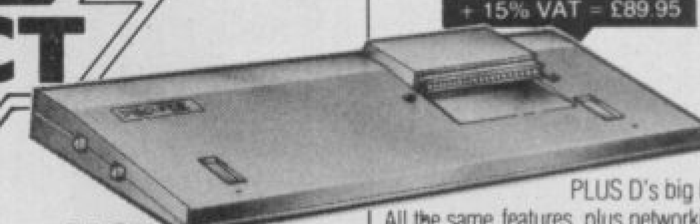


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OVER 'ERE SON, ON ME 'EAD!!

YS COMPO

WIN A HAT-TRICK! THREE SUBBUTEO FOOTBALL SETS PLUS 50 COPIES OF GREMLIN'S NEW GAME *ROY OF THE ROVERS* MUST BE WON!



Greavsie: Well, Saint, I dunno about you, but I . . . think that the Rovers stand a very good chance of walking away with the cup this season.
Saint: Haa haa haa haaaaarrrr harr. Och . . . you slay me, Greavsie!!
Greavsie: But I haven't said anything funny yet Saint.
Saint: Och, haar har har ha ha ha ha snort ha ha ha ha. Aye, aye, snort.
Greavsie: So what's the joke then Ian?
Saint: Och, 'Ian' he says. Ha ha har har hahahaha, snort, snort.
Greavsie: Well, it is your name, Saint, after all . . .
Saint: Och, aye Jim, aye. Harr hah ha. Chuckle. But siriously though, Jim, I wus wonderin' (snigger) if you could pass me the spare tank of nitrous oxide — this one's almost empty. (Wheeze).
Greavsie: What, the one under the desk?
Saint: Aye Jim (chuckle). Quickly though, mate, I'm down to my last cubic centimetre . . .
Greavsie: Okay Saint. Here y'are . . .
Saint: Och, thanks a lot, Jim. (Deep inhaling noises).
Greavsie: Hey, Saint — d'you fancy a game of Subbuteo?
Saint: Har har har ha ha hahahahahahahahahaha! Och — you slay me, Jim. Och ha ha ha ha (roar roar chunder).
Greavsie: (Sigh) Football. It's a fuuunnnny old game.

I've 'spotted' the ball! Here is where I think it goes . . .



Name ....

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TIE BREAKER: How tall is Diego Maradonna (in centimetres)? ....

Football. Yes, it is a bit of a rum sport, isn't it? And one of the rummest things of all has got to be Subbuteo Table Football. Not so much a game, more of an institution. You lay the large felt pitch on the dining room table, stick the goals at either end, set the plastic players down, bung the ball into the centre and you're away. Flick! Flick, flick, flick! A quick sideswerve through the defence and flick. "Goooaaaallllll!!"

Not only have those super people at Gremlin given us FIFTY copies of their fabby new game *Roy Of The Rovers* to pass on, they've also put us in the position of being able to offer you THREE deluxe Subbuteo sets. They're all ready to set up and play. Everyone should have one. And this is how you can.

What you've got to do, Brian, do!!!

Pictured here is the brilliant Argentinian centre-forward, Diego Maradonna, running as fast as his little legs will carry him. He's after the football, and when he get's it you can be sure of one thing — it's going to end up nestling in the back of one of the nets (and it's certainly not going to be his team's). To make things hard (oo-er) we've surgically removed the ball (fnar) and so it's up to you to decide exactly where it is. All you have to do is study the picture (a bit of lateral thinking might come in handy) and place a bold black cross where you think the ball should be.

Then cut out the coupon, glue it onto Jackie Charlton and send it to Quick, The Ref's Not Looking 'Crunch' Groan I Never Touched Him Honest Compo, at the new compo address, *Your Sinclair*, PO Box 320, London N21 2NB. Entries should arrive not later than 30th Oct, 1988.

RULES

- **Any players wearing the team kit of Dennis Publishing or Gremlin Graphics are not allowed onto the field.**
- **The full-time whistle goes off on 30th October 1988.**
- **Don't argue with the ref — T'zers decision is final.**

COMPO WINNERS

The compo with a prize list that puts the Brinks Mat bullion haul to shame. Did you manage to 'bag' any 'swag' though? Glance through the list of suspects below to find out.

THE I'M AS MAD AS A MAD HATTER AT A MAD MARCH HARE'S TEA PARTY IN MAY COMPO.

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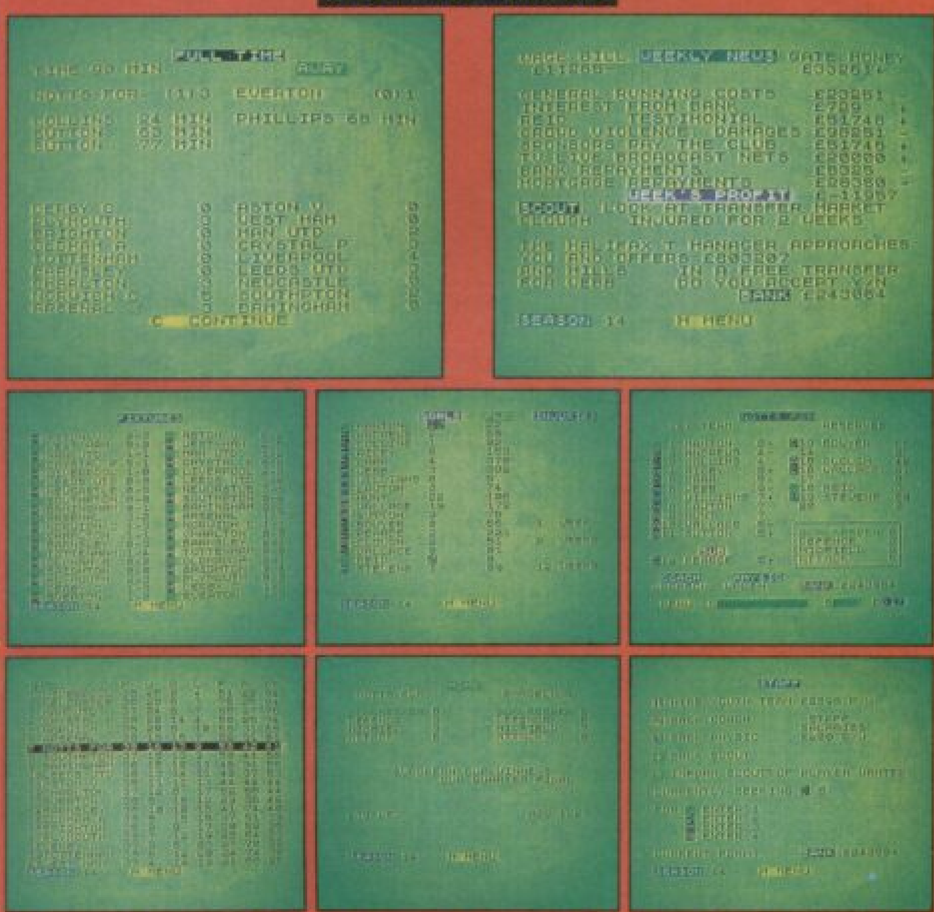
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S

Shockway Rider

(Faster Than Light/November 1986) Futuristic fast action game set in a city where the only form of transport is the 'Shockway'.

```
10 CLEAR 24799: LOAD ""CODE
20 FOR f=60408 TO 60412
30 READ a: POKE f,a: NEXT f
40 RANDOMIZE USR 6e4
50 DATA 62,183,50,139,180
```

Type the above program and play the game tape from the start for infinite lives. If you want infinite lives so, when you die you automatically go to the next level, just replace the 183 in line 50 to a 0. The last digit on the countdown is a bit bigger when loading, but don't worry - all's well.

On the first level, it's best to go on to the slow lane, and go along a bit to get the bricks. Walking along the top allows vigilantes to get you easily. Once you've got the bricks, go wild and hit every pedestrian possible. Go for nine lives as they're harder to get in later levels. On level 2, go for speed. If you go for mailbags you can sometimes get stuck. On level 3, get the bricks and keep to the faster lanes. Don't bother with bottles as you'll probably lose three or four lives getting the five needed. Level 4; walk along the top to get the bricks – and don't worry about the vigilantes since they don't appear until past the halfway mark. Keep firing at the targets. Go for speed in this level and you'll probably get a 4000+ bonus. Level 5, *panic!* There aren't any bricks until block 3, so you'll have to punch your way through for a bit. At about block 8, three bars appear, so watch out for them. Level 6 – this is another level where a high bonus is easy to get. Go for the targets here. Level 7, if you're low on lives, here is the place to get them back. The best lanes are the slow one and the fast one for mailbags. Level 8; if you're low on lives, start praying! Go on the fast lane and the blokes at the top find it hard to hit you. Don't waste time trying to gain extra lives, unless you've just lost a life and are just next to an onlooker. Follow all this advice and *wow*, you have a *Full Circle* and a bonus of 50,000!

Short Circuit

(Ocean/May 1987) Arcade adventure based on the film of the same name featuring the cute little robot, Number Five.

When you go next to a wall down a little from a locked door, and move up and away from it, you go straight through the door!

Sidewize

(Firebird/August 1986) A frantically fast shoot 'em up with great graphics but the speed makes you soon lose interest.

Infinite lives, here we come – thanks to the Bleepload Hacker. Have a look at the Multiloaders section in Part 6.

```
10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA
91,25,157,224,96,33,171,91,17,15,249,1,9,0,237
,176,195,0,249,62,182,50,26,144,195,0,91,7437
81
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52647,9 | Invincible

Sigma Seven

(Durrell/August 1987) 3D Multi-levelled shoot 'em up.

```
10 CLEAR 25087: POKE 23624,0
20 LOAD ""SCREEN$
30 LOAD ""CODE
50 RANDOMIZE USR 61385
```

Then add one of these lines:

```
40 POKE 60399,0 : REM for infinite lives, or
40 POKE 62497,x : REM x=no. of lives (1-255)
```

Multiface Pokes

34202,19 |
58524,19 |
58852,19 | Infinite lives

Sir Fred

(Mikro -Gen/April 1986) Arcade adventure, its pixel precision and small, undetailed graphics made for a missed opportunity.

If you're having trouble with this Spanish swashbuckler, then this program will give you limitless energy.

```
10 CLS: LET A=23296: FOR F=0 TO 9
20 LET T=0: FOR N=0 TO 9: READ S: POKE A,S: LET A=A+1: NEXT N
30 READ B: IF T<>B THEN PRINT "ERROR IN LINE ";100+F*10: STOP
40 NEXT F
50 PRINT AT 10,1;"PLAY TAPE FROM THE START"
60 RANDOMIZE USR 23296
100 DATA 6,3,197,62,255,55,221,33,0,0,832
110 DATA 17,0,0,205,86,5,193,16,239,175,936
120 DATA 214,1,8,243,221,33,0,92,17,176,1005
130 DATA 4,205,108,5,62,201,50,47,94,205,981
140 DATA 36,94,62,203,50,53,181,62,255,50,1046
150 DATA 54,181,33,181,180,17,87,255,1,142,1131
160 DATA 0,237,176,33,90,91,17,225,255,
```

1,1125
170 DATA 8,0,237,176,49,255,255,221,33,
0,1234
180 DATA 64,17,87,191,62,255,55,195,87,
255,1268
190 DATA 62,201,50,14,183,195,68,181,
0,0,954

If you're having problems trying to do a Tarzan on the ropes, try this tip. When swinging, flip Sir Fred to the outside of the rope at the last moment of each upswing to gain maximum possible height. If possible, take a running jump to get a good start.

Skool Daze

(Microsphere/May 1985) A completely original idea and difficult but possible game play made for a real hit.

This hack'll alleviate your writers' cramp when you're given all those lines to write from the nasty teachers. The title screen should load in less than a minute, but if the screen clears after the game's loaded then you'll have to rewind the tape and start again.

```
10 CLEAR 30000: LET S=0
20 FOR N=32943 TO 33124
30 READ A: LET S=S+A
40 POKE N,A: NEXT N
50 IF S<>19308 THEN PRINT
"CHECKSUM ERROR": STOP
60 PRINT "START TAPE"
70 POKE 33072,0: RANDOMIZE USR 32962
80 DATA 221,229,241,214,128,254,2,56,3,
221,117,204,17,23,0,221,25,24,174,33,255,90,1
72,54,90,1,255,26,54,0,237,184,17,0,128,33
90 DATA 86,5,1,175,0,237,176,33,80,128,54,
225,46,126,54,225,46,113,54,227,46,121,54,237
,46,146,54,11,46,158,54,0,46,116,34,128
100 DATA 128,46,141,34,38,128,34,45,128,
34,117,128,46,145,34,23,128,34,60,128,34,70,1
28,34,142,128,33,39,129,34,9,128,49,128,129,2
21,33,0,64,17,10,0,62,255,55,195
110 DATA 0,128,62,254,221,174,255,32,148,
50,168,128,17,246,63,205,83,128,221,126,255,2
54,2,32,132,221,33,0,0,17,185,0,205,83,128
120 DATA 221,33,186,128,62,38,50,136,128,
27,205,112,128,58,245,255,238,116,32,224,50,5
5,118,50,236,247,195,224,94
```

Slap Fight

(Imagine/August 1987) Nice scrolly shoot 'em up, though it's difficult to see the enemy bullets.

Multiface Pokes

48872,0	)
48873,0	)
48874,0	) Infinite lives

Soft And Cuddly

(Players/August 1987) Real sicko arcade adventure with tiny graphics - came in its own sick-bag!

Infinite lives and no overheating lasers, play the tape from the start.

```
10 CLEAR 65530: LET t=0
20 FOR f=65450 TO 65472
30 READ a: POKE f,a
40 LET t=t+(f-65440)*a: NEXT f
50 IF t<>64863 THEN STOP
60 MERGE "": RUN USR 65450
70 DATA 221,33,0,64,17
80 DATA 120,191,62,255,55
90 DATA 205,86,5,48,241
100 DATA 175,50,184,235,50
110 DATA 145,236,201
```

The instructions are a touch misleading (heh heh), there are no keys, but before you can get any pieces of your mother you must visit the fridge first (dribble). The fridge moves position every game. Then your decapitated dad will reveal a piece of your mother's body, (yibble yibble) it normally starts with her botty, take it back to the fridge, and so on.

Solomon's Key

(US Gold/August 1987) Fast'n'furious maze collect 'em up in the Gauntlet *vein.*

For infinite lives, re-define the keys as E B O R P (in that order), and then re-define them again as you want them for game play. Then when you play you have infinite lives. Simple, innit?

Screen One:
First, whip the left hand brick out from under the guard as he walks along the platform. Then press duck/fire, fire, duck/fire, fire, duck/fire, fire. Get the key and work your way up to the exit. Get the gems on either side of the screen if you must, but don't worry about them. Enter the centre block from the side and get the three trinkets, not forgetting the other three hidden in the brick underneath. Then wait for the bird to bounce off the wall on your side and pass you, and jump on the platform behind him and scoot to the exit.

Screen Two:
Step forward one brick and press fire. The animal will walk towards you and drop down the hole. Press duck/fire and step forward and press fire. The same thing happens. Now press duck/fire, step forward, jump/fire, fire and the creature will fall down again. Now repeat that last sequence, and the creatures will begin to fall down the hole. Cross the gap by placing a brick in it, stepping over and then removing it again. Then you're free to get the key and get out.

Screen Three:
First, place two bricks in the right hand corner of the compartment. Wait until the fireball goes over your head, then jump, fire, jump,fire and you're into the next bit. Go through the wall and press duck/fire, forward, duck/fire and then jump over the first spider as it comes for you. Wait for the second one to go through the tunnel you just came through, and then seal it. Jump down past the bird, get the key and release the spider, jumping out of the way to let it pass. Jump down into the next bit and shoot a fireball at the guard. Get the bag, and headbutt the brick under the bird. Get the trinket and climb up to the last bit. Wait until the llamas leave you enough space and then duck/fire, forward, fire, jump, duck/fire, forward and duck/fire- then you're in.

Screen Four:
Well, yes. Okay, so you can walk straight across, but it's a good idea to spend a little time rescuing the angels at the top.

Screen Five:
Very tricky. As fast as you can, drop a brick in front of you, back up one and drop another brick beside it (the devil will drop down on top of you if you don't!) Build a little staircase to the top spider and then build a bridge to his brick. Let him walk across it and jump over him, destroying the bridge behind you. Jump and steer yourself underneath to get the key. You'll probably get killed if you don't get off floor level as soon as possible. Otherwise, make a staircase again and this time go up and over the spider and drop down into the exit.

Screen Six:
Gotta be fast. Wait until the bird bounces off the bricks and the devils drop. Press duck/fire, forward, fire, jump, fire, jump, fire, jump, duck/fire. Wait till the birds are out and drop down, aiming for the key, then aim to miss the eagle. Turn and shoot it with a fireball. Get the bag and the gem and make your way carefully up to the exit.

Screen Seven:
Get the fireball bug, and make your way up to the key. Having got it, you must place bricks repeatedly in the way of the fireball being thrown by the eagle, and leap up and headbutt the bricks in your way. Then in between fireballs, jump up and over the devil generator and drop down behind the eagle into the exit.

Space Harrier

(Elite/July 1986) Frantically fast shoot 'em up with very messy graphics. A good try all the same...

Here's a very useful hack for infinite lives, and, as usual, you type it in and Run it, play the game tape from the start and away you go. If you think the lives counter is going down, well yes it is. But don't fret, you really do have infinite lives.

```
10 CLEAR 64000
20 LOAD "" CODE
30 POKE 65289,196: POKE 65293,193
40 POKE 65449,178: POKE 65450,143
50 FOR N=65488 TO 65494: READ A: POKE
N,A: NEXT N
60 RANDOMIZE USR 65224
70 DATA 33,194,191,34,43,202,201
```

Multiface Pokes

51755,194	}
51756,191	} Infinite lives

Spellbound

(Mastertronic/April 1985) What Magic Knight *did after* Finders Keepers.

This little ol' hack will give you the necessary infinite time and energy.

```
10 CLEAR 26060: PRINT "PLAY TAPE
FROM START"
20 LOAD "" CODE 16384: RANDOMIZE
USR 23296
30 POKE 55066,0: POKE 55070,0: POKE
55071,0: POKE 55072,0: REM INFINITE
TIME
40 POKE 27871,0: POKE 36133,0
50 RANDOMIZE USR 26627
```

Spiky Harold

(Firebird/February 1987) Bulky platform game featuring a hedgehog as a hero!

Here's some pretty sharp Pokes for *Spiky Harold*. You can have invulnerability, infinite lives and you can get rid of all the monsters. Type it in, delete any lines containing Pokes you don't want, then Run the program and play the game tape from the start.

```
10 POKE 23624,7: CLEAR 26539: LOAD ""
CODE
20 POKE 23341,201: RANDOMIZE USR
23296
30 POKE 34813,0: REM INFINITE LIVES
40 POKE 36121,201: REM
INVULNERABILITY
50 POKE 23609,109: POKE 23908,209: REM
REMOVE MONSTERS
60 RANDOMIZE USR 34000
```

Spindizzy

(Electric Dreams/June 1986) A 3D rollaround with fairly smart graphics but some of the puzzles were darn devious.

For those of you who're having problems controlling Gerald in this brill game breath a sigh of relief 'cos this little hack gives you infinite time (which is effectively infinite lives). Although it's quite short, there's still a checksum to make sure of your typing.

```
10 CLEAR 24831: LET T=0: FOR N=23296
TO 23332: READ A: LET T=T+A: POKE
N,A: NEXT N
20 IF T<>4022 THEN PRINT "CHECKSUM
ERROR": STOP
30 RANDOMIZE USR 23296
40 DATA
55,62,255,221,33,0,64,17,0,27,205,86,5,243,221
,238,1,79,17,0,159,221,33,0,97,205,169,5,251,6
2,201,50,147,220,195,0,178
```

Split Personalities

(Domark/May 1986) One of those slider puzzles where you had to reform famous faces.

Multiface Pokes

54397,99	}
54398,2	} Infinite lives

Spy vs Spy III - The Island Caper

(Beyond/February 1988) Sequel of a sequel of a fairly good game based on MAD *comic's* Spy vs Spy *strip.*

Play tape from the start. Line 30 gives infinite time, line 40 gives infinite strength and line 50 gives infinite fuel.

```
10 CLEAR 25087: LOAD ""CODE
20 LOAD ""CODE
30 POKE 59307,0
40 POKE 50980,0
50 POKE 50868,0
60 RANDOMIZE USR 42629
```

Stainless Steel

(Mikro -Gen/August 1985) Shoot 'em up which introduced a new Mikro -Gen hero, whose career only lasted the length of this one cassette tape.

All is now revealed! Keep the rust off Ricky with this cheat for infinite lives and infinite shields.

Just hold down the keys LOIS when you start playing the game, say the magic word 'Pyjamaramaramarama' and now you'll stay at 99% success probability.

Multiface Poke

40702,0	Infinite lives

Star Pilot

(Firebird/January 1988) 3D Isometric, starry shoot 'em up.

If you hold down the break key and 0 (nought) at the same time, you are greeted with the message 'Hi Jeff, Press A to P for level.' Level P is the 16th and the hardest and last level of the game, and if you start on it straight away you're given an extra life to make it up to seven.

Star Raiders II

(Activision/June 1986) It had good explosions, but this shoot 'em up was just plain boring!

Multiface Poke

46214,195	Infinite lives

Star Runner

(Mastertronic/February 1987) Good value starry shoot 'em up.

Infinite time, play tape from the start.

```
10 BORDER 0: LOAD ""CODE 16384
20 FOR f=23306 TO 23317
30 READ a: POKE f,a: NEXT f
40 RANDOMIZE USR 23296
50 DATA 205,86,5,175,50
60 DATA 152,193,33,104,191
70 DATA 229,233
```

Starfox

(Ariolasoft/February 1988) SkyFox *goes deep space. A shoot 'em up in full 3D.*

The Bleeploader does it again with this nifty hack for infinite fuel!

```
10 LET T=0
20 FOR F=32768 TO 32876
```

```
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA 91,11,204,212,98,175,50,36,140,
195,31,231,702800
```

Starglider

(Rainbird/December 1985) Awesome shoot 'em up which regularly featured on Get Fresh. *Absolutely brilliant!*

For the cheaters amongst you, here's a whole batch which will work on both the 48K and 128K versions.

First of all you have to get a high score.. All you need to get is more than 1000 points. Walkers are worth 800 points and there are always one or two on level one, so it shouldn't be too hard.

Once you've got beyond 1000, die, (whatever you do, don't use game abandon). When you're asked for your name on the hi-score table, type in "BBIO RGS" (all in capital letters with the one space as shown) for your name and then press Enter. The cheat mode is then activated. When you start a game and press Pause, you can use the following keys for certain functions.

Key	Function
1	Go to next level on exit from Pause mode
2	Indestruct mode on
3	Indestruct mode off
4	Gives you two missiles

In indestruct mode, your lasers, shields and energy don't go down.

When using a missile on something, fire just before you crash into it – that way you can't possibly miss. This'll make things much easier when you're after Starglider One (On the 128K version, keep an eye out for the Action Replay when you do destroy it!)
If you are playing the 128K version, you'll be interested in the missions. Getting them is simple – every now and then a message will pop up telling you to go to a repair station. When you dock you'll now have an extra option to find out about your mission. These are:

1	To get your rear view scanner
2	To get your Auxillary Energy Pod
3	To get a Super Missile
4	To destroy an Egron Battle Crawler
5	To destroy the Ammunition Dump
6	To destroy the Command Centre

Items 1-3 are usually on or under one of the bridges, so be careful not to shoot them. The super missile isn't really worth it, as it only has twice the range of a normal one, and it can't destroy Starglider on its own. The missions can come in any order, but you do get more than one Super Missile mission.

Starglider is definitely a complicated game, so here's a guide to making things clearer.

First let's show you how to read the co-ordinates on the dashboard of your ship.

Direction		Co-ord 1	Co-ord 2
0	N	0	+
180	S	0	-
90	E	+	0
270	W	-	0
45	E	+	+
135	S	+	-
225	W	-	-
315	N	-	+

If you fly 135 S then the first co-ord will increase and the second will decrease, and if you fly 0 N then the first co-ord won't change and the second will increase. Got that? Right, now for the rest.
Here's a few co-ords where you'll find some of the silos and towers:

LEVEL 1

Silo	48,53
Silo	59,15
Silo	11,84
Tower	84,33
Tower	12,15
Tower	55,82

LEVEL 2

Silo	35,64
Silo	92,61
Silo	94,45
Silo	36,12
Tower	39,38
Tower	35,87

LEVEL 3

Silo	69,46
Silo	59,89
Silo	70,46
Silo	92,61
Silo	11,11
Tower	85,89
Tower	32,58

LEVEL 4

Silo	21,46
Silo	35,60
Tower	37,14
Tower	78,86

LEVEL 5

Silo	21,46
Silo	36,60
Tower	35,10

LEVEL 6

Silo	83,15
Tower	87,32

LEVEL 7

Silo	36,60
Silo	83,15
Tower	81,81
Tower	41,11

LEVEL 8

Silo	92,61
Tower	81,86

LEVEL 9

Silo	83,15
Silo	21,46
Tower	87,30

LEVEL 10

Silo	93,61
Silo	83,15
Tower	82,88
Tower	88,33

Multiface Pokes

54647,201 Fuel
54690,201 Shields

Starion

(Melbourne House/May 1984) Mediocre shoot 'em up, with a dash of strategy for extra interest.

There's two versions of *Starion*, and no easy way of telling them apart, so to be on the safe side, here's two loaders in one. First type it in without line 110 and try it. If your version crashes then replace line 100 with line 110 – the universe is yours.

```
10 FOR N=65450 TO 65480: READ A: POKE
N,A: NEXT N: PRINT AT 10,10;
"LOADING"
20 RANDOMIZE USR 65450
100 DATA 49,0,0,221,33,0,64,17,170,191,
62,255,55,205,86,5,175,50,21,179,50,235,177,6
2,201,50,107,178,195,67,128
110 DATA 49,0,0,221,33,0,64,17,170,191,
62,255,55,205,86,5,175,50,100,179,50,7,178,62,
201,50,107,178,195,67,128
```

Starquake

(Bubble Bus/April 1985) Massive arcade adventure which got a bit monotonous.

This hack will give you infinite blobs, but unfortunately takes away your ability to use the secret passages. Oh well, a small price to pay...

```
10 CLS: LET A=65000: FOR F=0 TO 6
20 LET T=0: FOR N=0 TO 9: READ S: POKE
A,S: LET T=T+S: LET A=A+1: NEXT N
30 READ B: IF T<>B THEN PRINT "ERROR
IN LINE "; 100+F*10: STOP
40 NEXT F
50 PRINT AT 10,1;" PLAY STARQUAKE
TAPE"
60 PRINT ""IGNORE SCREEN
CORRUPTION!"
70 RANDOMIZE USR 65000
100 DATA 6,2,197,62,255,55,221,33,0,0,831
110 DATA 17,0,0,205,86,5,193,16,239,221,982
120 DATA 33,0,37,17,0,192,55,62,255,205,856
130 DATA 86,5,243,33,23,254,17,0,64,1,726
140 DATA 18,0,237,176,195,0,64,33,255,228,
1206
150 DATA 17,255,255,1,0,165,237,184,175,50,
1339
160 DATA 98,196,195,36,94,0,0,0,0,0,619
```

Stifflip and Co.

(Palace/October 1987) Novel upper-class arcade adenture biff 'em up.

Give the gun to the colonel in the first screen, and avoid being flattened by the 10 ton weight, tie thread to rope and pull thread.

Stormbringer

(Mastertronic/March 1987) The fourth game in the Magic Knight *series. More of the same...*

To start with, always take the bottle of liquid from the room to the left of the start. Drink this when your energy gets low. Get the chicken and if you wait it will lay a golden egg, a bronze egg and a silver one. Take the newspaper from Robin of Shylock (he will take an egg in return) and read it. Wear the right disguise, as only with the right disguise and the newspaper will you get into the castle. Walk to Entwood and drop the advert. Barker the Ent lives here, but he's invisible. Take the Brass Ankh and Magic Talsiman from him and wear them. The Talisman keeps your magic high, whilst the Ankh restores your energy to 60 when it gets down to 0, unless you're killed by an axe or the Cloud. Go into the first room of the castle, and you'll teleport to your pocket and into limbo! Get and wear the boots. These allow you to use the jump chute! So go left, picking up the advert, and pulling any levers you may find, until you reach the jump chute. Drop the teleport and jump up the chute to the top. Go left until you get to the big white statue. Pull the lever, then walk under the arrow and drop the advert, but get the arrow.
Pick up the advert and drop down the flashing hole. Find Rachael of Amazonia, and command her to help. You must convert the number she tells you in binary. Go right (pull any levers you find) until you find the jump chute. Drop down the hole. Drop the advert and arrow. Pick up the glow shield and wear it straight away as it drains your energy at a startling rate if you don't. Take the teleport pad and go up one level to Main Lever 1. The idea on this level is to enter the binary number on the levers. For example, if your number was 12, then the binary for that would be 0001100. So you'd pull levers three and four. The room to the left is dark, so you must walk very close to the left hand side of the Main Lever 1, take off the shield, run left and drop it very quickly. To get past the wall in Main Lever 4, throw the teleport pad at Reggie the Rat and teleport. If you have pulled the right levers, the security door will be open and you can go through, and the main teleport will have been activated. If you make a mess, cast Magic Fulcrum to return the levers to their original positions. When you've finished, teleport, pick up the teleport pad, go right till you find the hole and fall down it. Make sure you have the silver arrow, and activate the teleport. You'll go into limbo. Find Robin and give him the arrow. Get the chicken and wait until it lays a golden egg. Give the egg to robin. Walk left until you find Bearwoolf. Then go right one screen and stand in front of the plant with the red flower. Cast Pass Plant. Quickly go and pick up the Elf Horn, as this room drains your energy, walk back to the plant and cast Pass Plant again. Walk left until you are about a centimetre away from Bearwoolf's hand. Then blow the horn to summon Robin. Command Robin to help and he'll shoot Bearwoolf, who'll turn into a Teddy Bear. Find the advert and come back to the screen where Bearwoolf was. Just before you get to the edge of the screen, jump and you'll land on a platform. Go across five screens like this and you'll find Bearwoolf's hoard. Drop the advert, and pick up the magic missile, stand on the advert, and pick up the magic missile. When you throw the missile at the Off-White Knight, he'll go to sleep. Having got this far will give you about 71%, but we won't spoil it completely by telling you how to incorporate Magic Knight with the Off-White Knight, but here are some subtle hints.

1
Rachael has the mirror.

2
Don't drop the dynamite.

3
Magic missile and Crystal Ball let you cast Travel To Person.

4
Tickle people with horsefeather to make them happier.

5
To read list of clues, give to Aramis le Peux and command him to help you a few times.

Infinite energy, play tape from the start

```
10 CLEAR 25170
20 LOAD ""SCREEN$
30 LOAD ""CODE: POKE 40161,0
40 RANDOMIZE USR 37632
```

Street Hawk

(Ocean/November 1985) appallingly bad, looooooooooooooooong-awaited, rootin' tootin' motorbike shoot 'em up.

Multiface Poke
39990,91 Energy

Strike

(Mastertronic/ May 1987) Bowling simulation with some interesting features.

To knock over all ten pins every time, follow these instructions. While your name is at the top right of the screen press the RIGHT key. Your name will disappear and you'll move one step. Run forward and bowl the ball.... *Strike!* Simple isn't it?

Strike Force Cobra

(PiranhHa/August 1987) Isometric terrorist bashing. Great fun!

Multiface Pokes

48389,0	|
49568,0	|
48585,0	| Lives

Super Cycle

(US Gold/ February 1988) Racy coin-op conversion – bit bumpy, but not bad.

Multiface Poke

43560,150   Infinite time

Super G-Man

(Code Masters/December 1987) Jerky scrolling shoot 'em up based – originally – on an alien planet.

Infinite lives/fuel, play tape from the start:

```
10 CLEAR 27980
20 LET fu=58: LET li=58
30 INPUT "Fuel? (Y/N) ";f$
40 IF f$="y" THEN LET fu=50
50 INPUT "Lives? (Y/N) ";l$
60 IF l$="y" THEN LET li=50
70 LOAD ""CODE 16384
80 FOR f=23309 TO 23318
90 READ a: POKE f,a: NEXT f
100 RANDOMIZE USR 23296
110 DATA 175,fu,148,11,li
120 DATA 50,126,195,96,109
```

Super Hang On

(Activision/December 1987) Rumours abound that this was written by two members of the YS staff, but that apart, it was a conversion of the coin op similar to Enduro Racer, *only much harder.*

Speedlock III gets an airing twice here, since there are four different tracks for *Super Hang On*, although we only have the hacks for the first two! Type in the hack for the level you want to play. Either way you'll get infinite time!

(Super Hang On Level 1)

```
10 CLEAR 45e3: LET t=0
20 FOR f=3e4 TO 30139
30 READ a: POKE f,a
40 LET t=t+(f-29990)*a: NEXT f
50 IF t<>1077568 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-30130)*a: NEXT f
100 IF t<>a THEN STOP
110 LOAD ""CODE: RUN USR 3e4
120 DATA 42,188,117,221,33
130 DATA 182,117,6,6,197
140 DATA 221,78,0,221,35
150 DATA 6,0,197,229,17
160 DATA 20,116,237,176,33
170 DATA 49,116,126,254,249
180 DATA 32,2,54,0,33
190 DATA 36,116,126,254,249
200 DATA 32,2,54,0,235
210 DATA 54,201,205,20,116
220 DATA 225,193,9,193,16
230 DATA 209,42,188,117,1
240 DATA 112,11,9,1,100
250 DATA 0,62,243,237,177
260 DATA 43,1,0,4,237
270 DATA 66,17,169,250,1
280 DATA 0,6,237,176,33
290 DATA 150,117,34,195,254
300 DATA 195,169,254,1,96
310 DATA 54,82,50,17,14
320 DATA 12,24,205,28,254
330 DATA 33,38,255,1,100
340 DATA 0,62,217,237,177
350 DATA 54,72,54,72,43
360 DATA 54,0,33,190,117
370 DATA 17,217,254,1,40
380 DATA 0,237,176,201,17
390 DATA 36,57,14,25,23
400 DATA
96,224,33,231,254,17,12,91,1,35,0,237,176,195,
0,72,33,33,175,34,74,193,33,54,9,34,77,193,175
,50,79,193,195,240,235,1184366
```

(Super Hang On Level 2)

```
10 CLEAR 45e3: LET t=0
20 FOR f=3e4 TO 30139
30 READ a: POKE f,a
40 LET t=t+(f-29990)*a: NEXT f
50 IF t<>1077568 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-30130)*a: NEXT f
100 IF t<>a THEN STOP
110 LOAD ""CODE: RUN USR 3e4
120 DATA 42,188,117,221,33
130 DATA 182,117,6,6,197
140 DATA 221,78,0,221,35
150 DATA 6,0,197,229,17
160 DATA 20,116,237,176,33
170 DATA 49,116,126,254,249
180 DATA 32,2,54,0,33
190 DATA 36,116,126,254,249
200 DATA 32,2,54,0,235
210 DATA 54,201,205,20,116
220 DATA 225,193,9,193,16
230 DATA 209,42,188,117,1
240 DATA 112,11,9,1,100
250 DATA 0,62,243,237,177
260 DATA 43,1,0,4,237
270 DATA 66,17,169,250,1
280 DATA 0,6,237,176,33
290 DATA 150,117,34,195,254
300 DATA 195,169,254,1,96
310 DATA 54,82,50,17,14
320 DATA 12,24,205,28,254
330 DATA 33,38,255,1,100
340 DATA 0,62,217,237,177
350 DATA 54,72,54,72,43
360 DATA 54,0,33,190,117
370 DATA 17,217,254,1,40
380 DATA 0,237,176,201,17
390 DATA 36,57,14,25,23
400 DATA
96,224,33,33,216,34,39,188,33,54,9,34,42,188,1
75,50,44,188,195,0,72,1116223
```

Super Robin Hood

(Odin/December 1986) Souped up version of the original arcade adventure.

For infinite lives, type in these two lines and MERGE them with the original load. There you go, simple as typing RUN (which you'll need to do if you want to get anything out of this game!)

```
120 DATA 62,0
130 DATA 50,113,197
```

Sweevo's Whirled

(Gargoyle Games/September 1986) A 128K version of the following game.

Merge the main loader and add these Pokes before the RANOMIZE USR instruction in line 80.

POKE 48153,0: POKE 48154,0

T

Sweevo's World

(Gargoyle Games/March 1986) Really silly 3D walkabout game. A real good laugh!

Quick'n'Easy infinite lives for infinite Sweevos.

```
10 CLEAR 24799: PRINT "PLAY SWEEVO'S
WORLD"
20 LOAD "" SCREEN$: LOAD "" CODE:
LOAD "" CODE: POKE 33219,0:
RANDOMIZE USR 24800
```

3DC

(Elite/August 1987) Part of the Trio compilation of original games. An underwater Ultimate-style game in isometric projection.

Multiface Pokes	
34298,201	Immunity
34036,0	Jumps
26955,0	Oxygen

Tai Pan

(Imagine/January 1987) Oriental buy and trade game with arcade elements.

Time for some cheats I think, this time for *Tai Pan 128K*.

1
Collect Loan
Gamble until you have more than 500,000.

2
Go Bank
Buy frigate. You need this ship.

3
Go Bar
Buy Sailors (oo-er).

4
Go Warehouse
Buy as much tea as possible.

5
Save Game
Not onto tape.

6
Enter Warehouse
Sell tea (able to buy 85,000-1.5 million)

7
Continue
Buying and selling until you have 6 million

8
Leave Harbour
Let men starve.

9
Game Over
You have become Tai Pan.

Tantalus

(Quicksilva/August 1984) A 4096 location arcade adventure game. Great graphics, but not much of a game to accompany them.

The PowerLoad hacker is here, hacking away for infinite energy.

```
10 CLEAR 3e4: LET t=0
20 FOR f=23296 TO 23438
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 FOR f=f TO 1e9: READ a
60 IF a>256 THEN GO TO 90
70 POKE f,a
80 LET t=t+(f-23429)*a NEXT f
90 IF t<>a THEN STOP
100 RANDOMIZE USR 23296
110 DATA 237,123,143,91,221
120 DATA 42,145,91,17,144
130 DATA 1,62,7,55,205
140 DATA 86,5,48,241,42
150 DATA 145,91,1,0,2
160 DATA 126,237,103,35,11
170 DATA 120,177,32,247,42
180 DATA 145,91,58,145,91
190 DATA 14,18,129,35,119
200 DATA 35,116,1,13,0
210 DATA 9,54,32,35,54
220 DATA 247,35,54,201,33
230 DATA 67,91,229,42,145
240 DATA 91,233,42,145,91
250 DATA 1,35,0,9,17
260 DATA 208,92,1,50,0
270 DATA 237,176,33,105,91
280 DATA 17,1,93,1,100
290 DATA 0,237,176,195,208
300 DATA 92,1,96,54,82
310 DATA 50,17,14,12,24
320 DATA 42,41,93,1,119
330 DATA 1,9,54,195,33
340 DATA 22,93,229,42,41
350 DATA 93,1,78,1,9
360 DATA 233,42,43,93,54
370 DATA 201,33,45,93,229
380 DATA 42,41,93,1,129
390 DATA 1,9,233
400 DATA
170,95,16,132,172,133,175,50,74,167,49,62,253
,237,86,233,939963
```

Multiface Pokes	
42247,0	Immunity
42228,0	Lives

Tapper

(US Gold/December 1986) Unoriginal, but colourful coin-op conversion.

Type this in, Run it and if it doesn't come up with a Data Error, you've got yourself some infinite lives, cowboy!

```
10 CLEAR 65535
20 LET T=0: FOR N=23296 TO 23395: READ
A: LET T=T+A: POKE N,A: NEXT N
30 IF T<>9545 THEN PRINT "DATA
ERROR": STOP
40 RANDOMIZE USR 23296
100 DATA
237,91,83,92,42,89,92,43,205,229,25,6,3,197,22
1,33,128,91,17,17
110 DATA
0,175,55,205,86,5,193,16,240,42,83,92,237,75,1
39,91,205,85,22,42
120 DATA
83,92,237,91,143,91,25,34,75,92,221,42,83,92,2
37,91,139,91,62,255,55,205,86,5,42
130 DATA
83,92,17,244,3,25,235,33,92,91,1,8,0,237,176,3
3,0,0,34,66,92,62,1,50,68,92,201,13,197,245,90,
28,23,2,213
```

Tarantula

(Code Masters/November 1987) Roller Coaster *with different graphics, but the sound is identical!*

Immortality, play tape from the start.

```
10 CLEAR 24831: LOAD ""CODE
20 READ a
30 IF a=999 THEN RUN USR 64070
40 IF a>256 THEN LET b=a
50 IF a<256 THEN POKE b,a
60 LET b=b+1: GO TO 30
70 DATA 64171,195,0,252
80 DATA 64275,14,252,64511
90 DATA 8,253,124,254,250
100 DATA 48,3,253,115,0,8
110 DATA 195,175,250,62,201
120 DATA 50,191,149,195,60
130 DATA 140,128,223,181,209
140 DATA 177,144,141,139,151
150 DATA 206,198,199,200,195
160 DATA 0,128,999
```

Target Renegade

(Ocean/April 1988) An absolutely super beat 'em up.

An up-to-the-minute Speedlock 4 hack to provide you with infinite lives. (player 1 only).

```
10 CLEAR: LET t=0
20 FOR f=23296 TO 23487
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>2260540 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-23478)*a: NEXT f
100 IF t<>a THEN STOP
110 PRINT "Type CONTINUE"
120 STOP: RUN USR 23296
130 DATA 221,42,192,91,237
140 DATA 91,194,91,62,255
150 DATA 55,205,86,5,48
160 DATA 240,243,33,201,91
170 DATA 17,106,89,1,3
180 DATA 0,237,176,237,75
190 DATA 197,91,14,0,237
200 DATA 67,109,76,237,75
210 DATA 198,91,253,42,196
220 DATA 91,14,0,237,67
230 DATA 111,76,253,78,0
240 DATA 6,0,42,106,89
250 DATA 34,113,89,9,94
260 DATA 54,84,35,86,54
270 DATA 91,237,83,106,89
280 DATA 42,113,89,58,108
290 DATA 89,237,79,233,237
300 DATA 95,214,3,254,250
310 DATA 56,2,214,128,50
320 DATA 108,89,253,35,237
330 DATA 75,111,76,16,199
340 DATA 237,75,109,76,16
350 DATA 179,58,200,91,71
360 DATA 33,24,16,34,105
370 DATA 91,24,175,33,145
380 DATA 91,34,230,254,175
390 DATA 50,183,251,195,126
400 DATA 251,1,96,54,82
410 DATA 50,17,14,12,24
420 DATA 205,64,254,33,181
430 DATA 91,34,65,254,17
440 DATA 170,91,33,70,254
450 DATA 1,11,0,34,232
460 DATA 253,235,237,176,201
470 DATA 229,33,0,72,34
480 DATA 108,255,225,195,42
490 DATA 254,42,204,91,54
500 DATA 206,35,54,91,195
510 DATA 0,72
520 DATA 233,240,0,14,221,91,6,13,1,73,241,
35,188,97,33,35,34,34,157,246,33,53,249,34,15
9,246,195,128,158,31,15,43,31,31,29,43,15,31,2
9,43,20,29,2359836
```

Tarzan

(Martech/January 1987) Aooooahhhhh! Loadsa swinging from trees and jungle-type fun for all.

Multiface Pokes

51002,183	}
51185,183	} Lives
52268,183	Energy
51013,0	Time

Tau Ceti

(CRL/March 1987) Absolutely excellent shaded 3D shoot 'em up.

With this neat little program you get infinite flares, infinite missiles and infinite anti-missiles. All in just eight lines of Basic. Incredible! Just type it in, Run it and play the game tape from the start.

```
10 CLS
20 LET T=0: FOR N=60000 TO 60061: READ
A
30 LET T=T+A: POKE N,A: NEXT N
40 IF T<>6245 THEN PRINT "CHECKSUM
ERROR": STOP
50 RANDOMIZE USR 60000
60 DATA
221,33,0,236,17,200,0,62,35,55,205,86,5,48,241
,62,201,50,13,236,33,136,234
70 DATA
17,0,64,1,22,0,237,176,205,3,236,49,31,64,195,
0,64,205,19,236,175,50,220,191
80 DATA
50,53,192,50,54,192,50,7,192,50,8,192,195,0,91
```

Technician Ted 128K

(Hewson/November 1986) Updated version of the original platfrom warehouse extravaganza.

Multiface Pokes

43147,33	}
44485,24	} Immunity
43201,255	Fall any height
44492,0	Walk through walls
41067,0	Time
43766,0	}
43788,24	} Infinite lives

Tempest

(Electric Dreams/June 1987) A conversion of a totally mindless blast 'em up. If it moves, shoot it. If it doesn't move, shoot it anyway.

```
10 LOAD ""CODE: POKE 57544,201
20 RANDOMIZE USR 57344
40 RANDOMIZE USR 48128
```

Then add one of these:

```
30 POKE 33462,x: REM x=no. of lives (1-
255) or
30 POKE 33537,0 : REM for infinite lives
```

Terminus

(Mastertronic/May 1986) Tantalus II, *at least it wasn't as big!*

MERGE "" the loader and enter POKE 45583,0 for infinite lives, or POKE 47023,0 for infinite energy (or both) before the RANDOMIZE USR, then RUN and restart the tape.

Terra Cresta

(Incentive/November 1986) The sequel to Moon Cresta, *more of the same but with a scrolling background. One of the more successful coin-op conversions.*

```
10 CLEAR 65533: LET t=0
20 FOR f=23296 TO 23443
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>1240275 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-23434)*a: NEXT f
100 IF t<>a THEN STOP
105 POKE 23432,25
110 RANDOMIZE USR 23296
120 DATA 221,33,203,92,17
130 DATA 234,6,62,255,55
140 DATA 205,86,5,48,241
150 DATA 62,224,50,8,95
160 DATA 62,235,50,11,95
170 DATA 49,252,255,14,112
180 DATA 58,148,91,111,38
190 DATA 98,229,33,252,94
200 DATA 17,192,99,217,1
210 DATA 224,184,217,118,201
220 DATA 42,149,91,1,76
230 DATA 0,22,64,93,122
240 DATA 213,213,237,176,225
250 DATA 14,25,9,119,14
260 DATA 4,9,119,14,8
270 DATA 9,119,14,20,9
280 DATA 119,62,201,18,42
290 DATA 149,91,14,35,237
300 DATA 66,209,116,14,3
310 DATA 9,115,14,32,9
320 DATA 38,64,17,116,91
330 DATA 213,233,83,178,136
340 DATA 164,132,99,96,94
350 DATA 106,33,159,91,78
360 DATA 6,0,33,160,91
370 DATA 237,91,155,91,213
```

```
380 DATA 237,176,42,151,91
390 DATA 54,0,42,153,91
400 DATA 209,115,35,114,42
410 DATA 157,91,233
420 DATA 40,145,252,70,255,64,255,100,252,
243,254,25,33,23,252,17,255,255,1,0,153,237,1
34,49,254,102,251,175,50,166,147,195,164,181,
1376622
```

Multiface Pokes

```
37797,0        }
37798,0        }
37799,0        } Infinite lives
```

The Big Sleaze

(Piranha/August 1987) Detective's adventure game with some very twisted clues to work out!

PART 1

Can't open the safe? PUT DYNAMITE INTO KEYHOLE. LIGHT FUSE
Need the flashlight? EXAMINE THE DESK (in your office)
Can't decode the note? DECODE NOTE
Need the crowbar? EXAMINE THE MAC
Keep having your office land-minded? LOCK THE FRONT DOOR
Can't get into the car? GET INTO CAR
Can't get out of the car? GET OUT OF THE CAR
Can't start the car? TOUCH THE WIRES TOGETHER
Can't defuse the car bomb? EXAMINE CAR (from the outside)
Need some cases to follow up? Hang around your office for a bit.
Don't know where to drive to? Watch out for any place names mentioned in the name text.
Which object don't you need? Your wallet.
Want the flashlight to work? PUT BATTERY IN FLASHLIGHT. TURN FLASHLIGHT ON/OFF
No leads at Joe's? EXAMINE WALLS in the men's room.
Can't unlock certain doors? Perhaps a bunch of keys would help!
Bankrupt again? Go to the bank with your cheques and bank book.
Where's the bank? EXAMINE YOUR BANK BOOK
What to do at Ben's? EXAMINE THE SOFA. Then, find Ben while you are carrying that particular piece of photo you found (he spends most of his time at Joe's or his own place) and he will confess to something.
How to get further into the building on 21st St? PUSH THE OBELISK
Can't open the griddle? OPEN THE GRIDDLE WITH THE CROWBAR
In the dark? TURN THE FLASHLIGHT ON
What do you do in the umpteenth floor office? EXAMINE THE DESK

PART 2

What to say to the German? Nothing, just GET WAD OF BILLS
Don't know how to answer the phone?!! ANSWER THE PHONE (perhaps you shouldn't be playing adventure games!)
The door in Mr Wang's shop? ASK WANG TO OPEN THE DOOR
The villian that killed Dyke Spanner? Be sure to follow him, even if it means WAITING for the bar to re-open. Then SHOOT VILLIAN WITH GUN. Look around afterwards, too....
What about the leg? EXAMINE THE LEG
How to get to the Statue Of Liberty? DRIVE TO BATTERY PARK
What to do at the Statue Of Liberty? RUB TORCH WITH CLOTH
Think you've got all the bits of the photo? DRIVE TO BROOKLYN HEIGHTS. EXAMINE THE DOG BOWL (in her kitchen) to find out who she is. She can provide you with the final piece, once you have all the others.
Puzzled by the Nazism? EXAMINE THE BANNERS
Done everthing in this part? Then DRIVE TO CENTRAL MANHATTAN

PART 3

Keep getting thrown out of the library? WHISPER things, don't SAY them.
What to ask the Librarian for? Try the MALTESE BULLFINCH
Shopping at Macy's? GIVE THE WAD OF BILLS TO THE OLD MAN
Dying (literally) to get out of Central Park? Try going during daylight.
Can't catch the whale? SHOOT THE WHALE WITH GUN
Can't land the little devil? Try it with the net.
Can't find the Bullfinch? EXAMINE THE WHALE (once it's out of the water)
What to do with the Bullfinch? SMASH THE BULLFINCH
Can't get up the Empire State? PUSH THE BUTTON and take the lift.
King Kong proving a problem? PUT THE BATTERY INTO THE MODEL AIRPLANE

Extra hints:

If you want to go to Part 3; DRIVE TO CHINATOWN
If you want to go to Part 2; DRIVE TO CENTRAL PARK or
DRIVE TO BATTERY PARK
If you want to go to Part 1; DRIVE TO 21ST STREET

The Happiest Days Of Your Life

(Firebird/September 1986) Arcade adventure similar to Everyone's A Wally, *but 'twas based in a school.*

Infinite lives, play the tape from the start.

```
10 CLEAR 64785
20 LOAD ""CODE
30 FOR f=64807 TO 64815
40 READ a: POKE f,a: NEXT f
50 RANDOMIZE USR 64786
60 DATA 33,0,0,34,77
70 DATA 218,195,165,209
```

The Living Daylights

(Domark/March 1988) A several section arcade adventure based on the James Bond Movies (although no bonking allowed!)

Infinite lives and/or start on any level, play the tape from the start. If the level poke is installed, you will start on level 1, but by pressing ABORT, (3 and 4 simultaneously) you will go to the next level.

```
20 CLEAR 32970: LET t=0
30 FOR f=65280 TO 65320
40 READ a: POKE f,a
50 LET t=t+(f-65270)*a: NEXT f
60 IF t<>143617 THEN STOP
70 INPUT "Lives? ";a$
80 IF a$="y" THEN POKE 65281,0
90 INPUT "Levels? ";a$
100 IF a$="y" THEN POKE 65286,2
110 RANDOMIZE USR 65293
120 DATA 62,53,50,4,152
130 DATA 62,1,50,8,153
140 DATA 195,0,145,221,33
150 DATA 203,128,17,124,1
160 DATA 62,255,55,205,86
170 DATA 5,48,241,62,128
180 DATA 50,232,128,62,255
190 DATA 50,101,129,195,216
200 DATA 128
```

Level 1
Use the Paint Gun for the snipers and when you get to the end of the level, swop to the Walther PPK. When you've shot him, run to the end of the level and you're out.

Level 2
Choose the night glasses (binoculars) and swop to them to tell the music lovers from the snipers. Shoot the snipers on your way out, and as you don't have to kill anyone to leave, just run out.

Level 3
Let the weapons counter count down, 'cos you don't need any weapons for this. Just leg it across the level, ducking and jumping, making sure you stop to avoid the falling pipes. Just run to the end of the level to finish.

Level 4
This one's quite hard. Choose the bazooka and look for the agent with his explosive milkbottles. Hit him three times and he'll disappear. Shoot the snipers, jump over the craters, take a few steps and you'll see the geezer with the milkbottles again. Repeat this until you reach the end of the level and shoot the helicopter with the bazooka. Hooray!

Thing Bounces Back

(Gremlin/January 1987) Hectic bounce-around-and-don't-get-killed sort of game with loadsacolour and X-rated action.

Infinite lives, play tape from the start.

```
10 FOR f=3e4 TO 30015
20 READ a: POKE f,a: NEXT f
30 RANDOMIZE USR 3e4
40 POKE 54967,194
50 FOR f=49851 TO 49858
60 READ a: POKE f,a: NEXT f
70 RANDOMIZE USR 54912
80 DATA 221,33,75,214,17
90 DATA 101,1,62,255,55
100 DATA 205,86,5,48,241
110 DATA 201,205,187,214
120 DATA 175,50,199,176,201
```

Three Weeks In Paradise

(Mikro -Gen/January 1987) Last of the Wally Week quartet. The beginnings of many jungle based (aah-ah-ah-aaaaaaahhh!!) arcade adventures.

Wait until Wally has been killed for the first time and then press symbol-shift D and P simultaneously while Wally is sitting on the floor. You'll then get infinite lives.

And here it is – the *Three Weeks In Paradise* Complete Solution!

The numbers in the left-hand column represent the direction to go. For example, if it says L3 then go 3 screens to the Left, got that? Good!

FROM START

R1	Pick up empty billy can.
R3	Enter shop; Pick up flipflops; Exit shop.
L3	Enter between signs; Now in house.
L2	Now outside.
R2	Jump at rope and quickly jump at olde faithful. This will fill the billy can.
R1	The flipflops allow you to walk on quicksand. Stand by crab's right claw. The billycan removes the claw. Pick up claw. Go left onto grass and drop flipflops.
L3	Jump at star. This will allow you to enter the house. Pick up bowl of stuffing on table.
R2	Now in between signs.
R1	Drop bowl of stuffing.
L6	Stand by thorn on lions foot. Press USE. Claw will pull out thorn on lions foot.
L1	Go down well. Pick up bottle. Stand by well and press up. When outside, drop bottle and pick up bellows.
R1	Jump at star. Jump at picture of beach. Now at beach. Pick up handbag. Walk into sea.
R1	(Underwater) Walk over plug which releases water. Go down hole.
L1	Now outside hut.
L3	Drop bellows and enter between sign. Now by crocodile. Croc is sad 'cause handbag is made of crocodile skin. Pick up sticks otherside of croc. Drop handbag.
R1	Back outside. Pick up bellows.
R4	Enter between sign. Go to pile of sticks. Press USE. Other sticks light fire. Then go to fire. Press USE. Bellows blow out fire. Pick up hot ashese on fire
R2	Stand and face white raingod. Press use. Hot ashes make raingod do raindance. Now stand under cloud. Walk slowly left. The bellows move the cloud. Keep behind cloud and walk 3 screens to the left. When cloud is over hut, lightning strikes and burns down the hut. Pick up empty seashell on remains of house. Drop bellows. Then leave cloud.
L5	Go down well. Stand under the water drops. Water fills the seashell. Stand by well and press up. Then when out enter between signs. Now by Herbert and lions. Stand by fire under cauldron. Press use. Seashell puts fire out. Herbet is now free.
R6	Pick up bowl of stuffing, and enter between the signs. Now by Wilma, hanging from a tree.
L1	Stuffing scares bird. Pick up gg, drop stuffing to right of the bird.
R1	Enter between signs. Now by raingod.
R1	Pick up Polo mint behind post.
L6	Drop egg. Enter between sign. Now by Croc. Pick up handbag.
L2	Stand by glass square. Press USE. Polo mint makes hole. Pick up hole.
R1	Drop handbag.
R1	Now outside again
R2	Pick up goldfish bowl.
L4	Go to far wall on left. Press use Hole make hole in wall. Go through hole. The goldfish bowl freezes the soldier. Pick up skeleton key.
R1	Drop goldfish bowl. Enter between sign.
R1	Pick up egg.
R3	Drop egg.
R1	Pick up flipflops.
R1	Enter sea, swim to safe underwater. Skeleton key opens it. Get spinach.
L1	Drop flipflops on the ground.
L1	Pick up egg. Jump at vine. Spinach makes olde faithful jet last longer. Jump quickly at water jet. When at top, go into nest. Drop egg, which will swop for bows and arrows. Fall down olde faithful. Drop spinach.
L2	Jump at star.
R3	Enter between signs. Now by Wilma. Move out of sign, face right and press use. Arrow shoots cannibal. Drop bow and arrows and enter between sign.
L1	Enter between sign, pick up corkscrew.
L2	Then enter house.
L1	Pick up bottle then enter between sign.
R2	Enter between sign. Now by crocodile. Drop bottle. Pick up handbag and go past croc. Drop corkscrew onto coconut. Go back past croc. Pick up bottle.
L1	Drop handbag.
R1	Pick up corkscrew and press use. Now carrying bottle of oil.
L1	Pick up handbag.
R1	Pass croc. Drop handbag.
R1	Pick up blunt axe.
R2	Go to odd shaped car with square wheels. Stand in the middle of the car and face steering wheel. Press use. Oil sharpens axe.
L1	Jump at star.
R3	Enter between sign. Go to vine.

	Press use. Wilma falls and is free. Enter between sign.
L1	Enter between sign. Now in house.
L1	Jump at picture of beach and there you have it.

Throne Of Fire

(Melbourne House/July 1987) This game has you in control of a King with the job of retaining his Throne of Fire (ouch!) through arcade adventuring.

When you type in your name, type .RACHEL.and the computer's player will die very quickly.

Through The Trap Door

(Piranha/October 1987) Detailing the escapades of Berk, plasticene model-cum-sex symbol, when he falls through the Trap Door. (dan-dan-dan–daaaaahhh!).

This protection system was quite clever. It used certain registers set by the commands in the Basic program - quite a neat touch. Anyway, here's a routine for infinite time. Play the tape from the start.

```
10 LET T=0
20 FOR F=23296 TO 23454
30 READ A: POKE F,A
40 LET T=T+(F-23286)*A: NEXT F
50 IF T<>1681107 THEN STOP
60 RANDOMIZE USR 23296
70 DATA 221,33,203,92,17
80 DATA 130,2,62,255,55
90 DATA 205,86,5,48,241
100 DATA 221,33,77,95,33
110 DATA 171,93,17,0,80
120 DATA 1,18,0,237,176
130 DATA 235,54,16,35,54
140 DATA 236,35,54,201,33
150 DATA 189,93,17,118,200
160 DATA 1,118,27,205,0
170 DATA 80,49,151,99,229
180 DATA 33,217,93,54,195
190 DATA 35,54,70,35,54
200 DATA 91,225,195,194,93
210 DATA 17,0,75,229,197
220 DATA 33,221,93,1,13
230 DATA 0,237,176,235,54
240 DATA 16,35,54,241,35
250 DATA 54,201,193,225,17
260 DATA 154,99,205,0,75
270 DATA 175,50,242,93,205
280 DATA 236,93,62,195,50
290 DATA 157,254,33,128,91
300 DATA 34,158,254,195,232
310 DATA 254,53,95,49,16
320 DATA 13,11,23,62,195
330 DATA 50,202,254,33,148
340 DATA 91,34,203,254,33
350 DATA 205,83,17,107,50
360 DATA 195,164,254,49,151
370 DATA 99,62,201,50,84
380 DATA 172,195,205,254
```

And now for another *complete solution (yeharr!).*

You can either play Berk or Drutt, and in the following solution, where the name is in capitals, eg, BERK, that means you should be playing that character.

Section 1

BERK pick up Drutt, wait until the bat has taken Boni down the Trap Door. Walk to the left and fall down the Trap Door when it has opened. DRUTT go left to the key screen, lure the bat to the right of the screen. Make sure Drutt is at the front of the screen, already jumping (depress 'back' key) then jump to the left and back under the key. Jump for the key before the bat comes back.

NOTE controlling Drutt isn't easy, especially when he's after worms!

There are conveniently placed 'Druttmarkers' on various screens to help control him. Some are invisible, such as the one under the key. Sending Drutt left at the front of the screen will cause him to stop at this marker and jump back. Pressing 'forward' at this stage will hold Drutt jumping backwards and forwards 'marking time' while waiting for the next control.

BERK go and get the key, avoiding the spiders and bat. If 'zapped' with the key, send Drutt to push it to safety. BERK go right and down the pit.

DRUTT jump over the pit. He needs to be right on the edge to jump over, otherwise he will fall in. If he does use the column at the left as a marker, jump high and then onto the shelf in the middle of the screen, mark time, then jump up and right onto the door screen. Use left doorpost as a marker, jump up to the yellow bit of the arch, then left, then up to release the sweet, then hold right until he's landed. Push the sweet into the pit. BERK pick up the sweet, eat (hold 'back' key down), pick up the key, go to the middle of the screen, fly up and the right with the key. Try to go through the door, it will change colour when open. Collect Drutt. Go through door.

Section 2 *(Caves)*

DRUTT jump up chimney (flat area on ceiling just left of door to get the toadstool and go left into the stalactite screen. DRUTT go to the left so that the stalactites start falling down. BERK go left and mark time at the very right of the screen. When a green Monster gets to the right, go to the right, bring down the stalactite to the left of Berk if it's ready to fall. BERK go left behind the green Monster, (don't touch), and when fully on screen, start jumping. Time the jumping to a maximum without head bumping. When the green monster approaches jump left, then up. Do the same for the next three green monsters. After the fourth jump to a halt. Go left. Jump over Bubo (the yellow thing), but not while he's pooting (throwing out little white balls). DRUTT get toadstool. BERK eat toadstool. Pick up Bubo. Practise putting Bubo down, picking him up and moving to the left of the screen as quickly as possible. Go to the right of the screen. DRUTT, be on this screen. When left the green monster will turn right, BERK follow him. When he turns towards you, put Bubo down, pick him up again and go to the left of the screen (now you see what the practise was for!). A missile will then descend and zap the green monster. You MUST be on the screen as a witness. If you get zapped, DRUTT get the jumping mushrooms again, BERK eat them. You will only need this once as Bubo is safe to carry. Return through the stalactites and use the Bubo missiles to dislodge the key.

Section 3

BERK go right, and right, pick eyes, go left, stand in the middle of the gap on the weight screen. DRUTT use the upright as the marker, jump high and then onto the shelf, mark time then high and left to the screen above. Keep jumping through the hole in the roof. BERK eat the eyes, DRUTT keep jumping. When Berk's lodged at the roof, jump right. BERK drop onto upper floor. Go right. The object here is to put the electric eels on the shelves whose colours match those of the eels' noses. At regular intervals the bulb will change colour. The claw will grab when Berk stops, and the best way to deal with it is to lure it down and then to do the task in small chunks while it's on its way back. Get two eels close together and be holding one. Wait for the colour to change and place eels without a pause. Ignore the claw, it'll keep missing you as long as you're still moving. If caught the punishment will get more severe each time.

When the eels are in place, an eye falls, BERK, collect it and eat it, go left and fall. Pick up weight, go right as far as the eyes, fly up to the roof, then right. Do NOT hit the roof. Do NOT fly too low, either. As soon as you're on the next screen, fall. Fly and fall until 'flyability' wears off. Never cross the cyan trap without carrying the weight. Cross the trap, put the eyes at the front. DRUTT push eyes over the trap. Go back and bring down the key. BERK put key at front. DRUTT push key over trap. BERK walk back over trap. Put weight behind you. Carry key nearly to middle of

the next screen. Carry eyes and stand behind key. Do the following without hesitation. Eat eyes, pick up key, walk across the screen and off to the left. If you muddle at picking up the key, DON'T walk left. Stay put and retry when visible and you can get more eyes. Open door and go through with Drutt.

Section 4

BERK go right, avoid the drips, pick up the sausage and eat it. Go to the right and stand between two drops. Wait for a bat to fly over left, jump up to the roof and then right over the wall, then up to avoid another drip and skeleton. Stand between the drip and the skeleton, wait for the bat to pass to the left, jump higher than the roof, then right, then up, fall down the pit and move right to avoid the snake. DRUTT go down the pit, use marker and jump for the key. BERK get the sausage, eat it. Get the key and go to the middle of the pit and fly up and then right. When flying both the bat and ghost are lethal, so get the timing right. You must end up in front of the skull (this is not Boni). Eat the sausage, pick up the key and wait for the ghost to come down. Fly up and then as far left as you can. Open the door. Next go and collect the skull. Although it is not Boni, stealing it will make the skeleton a little more aggresive. You must fly the skull as far as the drip screen so that you can use the jump sausage for the next tricky stage.

Pick up the gun, hold under the drips until you have collected about five or six. Go right to the wall and put the gun down. Jump over the wall as before. Now you have the gun firing over the wall. Merely lure the skeleton left into the gunshots and don't let the skeleton pin you against the wall. When the skeleton has been hit, Boni is revealed. The skeleton won't be lured to the left until you have the skull. You now have to get him over the wall. Fly him over by getting the sausage by the skull and making the shortest possible flights over the pit and two walls. Then you are ready for HOME SWEET HOME which is through the last door. Don't worry about Drutt, he'll mysteriously look after himself.

Thrust

(Firebird/ November 1986)The game that inspired many a double entendre. This Speccy flying simulation had you wrestling with inertia, gravity and nasty aliens.

Short'n'sweet, just the way we like 'em. And with just six lines of Basic for infinite fuel and lives, well we definately like this one!

```
10 CLEAR 65399: LOAD "" CODE
20 FOR N=65425 TO 65436: READ A: POKE
N,A: NEXT N
30 POKE 65428,153: REM INFINITE LIVES
40 POKE 65433,214: REM INFINITE FUEL
50 RANDOMIZE USR 65400
60 DATA 175,50,51,0,62,201,50,119,0,195
,0,250
```

Go pause mode and type in SOMANYWOMEN *(So little time!)* and then when you restart, a little C appears and by pressing S you can skip to the next screen. Ripper!

Thrust II

(Firebird/March 1988) The sequel that was even more demanding (fnar!).

Howsabout some infinte lives with the Bleeploader? Ow, go on then...

```
10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA 93,8,196,48,117,175,50,152,133,
195,75,146,701766
```

Multiface Poke

34200,0	Infinite lives



GI HERO
R. PEARSE



WE VILL SAY ZIS ONLY VUNCE . . .

YS COMPO

Win! Win! Win!

Two Hornby train-sets (worth £130)
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25 Copies of Electronic Arts *The Train (Escape To Normandy)*.

Imagine yourself, if you will, plonked into occupied France during the second world war. You're a French Resistance Agent, and you've got to cross the country without getting caught by the dreaded Hun. How do you think you'd go about it? Would you don the old camouflage gear and lay low during the day, moving only under the cover of night? Or would you maybe opt for the stolen German motorbike option — speeding noisily up hill and down dale until eventually coming to rest dangling from a giant coil of barbed wire (the method favoured by Steve McQueen). No? Don't fancy that? Okay then, how about prancing about in a high ranking Luftwaffe uniform, frog marching your way through the very heart of the enemy, until a wily Gestapo officer fools you into revealing your true identity by holding up a baguette and a lump of brie, wrenching a hitherto subconscious "Ooooh la la!!" from your lips? Or maybe you'd go for the more gung-ho approach of tearing along in a sporty little hovercraft?

Probably the best method, however, is to hijack a train. One with loads of guns and cannons on it, and preferably stuffed full of art treasures. And guess what? That's exactly what you've got to do in Electronic Arts new game, *The Train (Escape To Normandy)*.

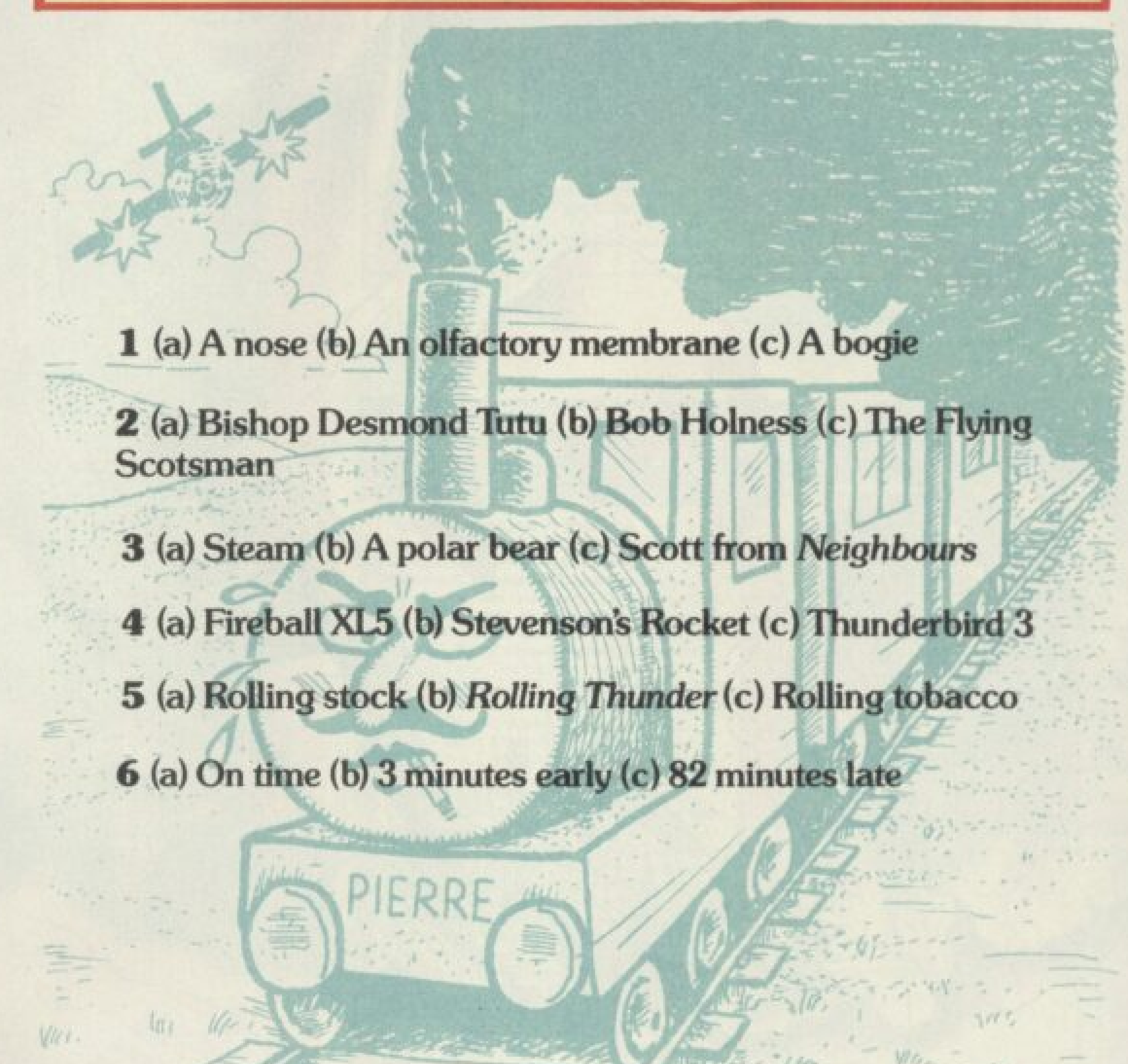
And guess what else? . . . In conjunction with Electronic Arts, we're going to give you the chance to re-create the thrills and spills of this locomotive mayhem on your very own drawing-room floor. We're giving away two (yes two) Hornby model railway-sets (worth £130). Complete with trains, carriages, loads of track and the things with which to plug the whole lot into the electricity supply, we've got a Midnight Freight and an Intercity Express set just crying out to be won. Oh, and there's an Accolade T-shirt up for grabs too! For 25 runners-up we've got copies of the game itself. Fwoooaaaarr!!!!

RULES

- Members of the Dennis Publishing and Electronic Arts Resistance movements are not to take part in this assault.
- If your entries don't roll into our buffers before 30th October 1988 they'll be re-routed to the locomotive's graveyard.
- Madamoiselle T'zer's decision, as always, is final.

VOT YOU HAFF TO DO . . .

Listed below are six sets of people/things. All you have to do is scan through each set and decide which person or thing has got something to do with trains, then jot down your answer. For instance, if you think that in set one answer (b) has got something vaguely 'trainish' about it, then write the letter 'b' next to number one on the coupon. And so on. When you've finished, simply glue the coupon onto a steam-locomotive (or a postcard), and send it along the tracks to Chuff Bang Compo, *Your Sinclair*, PO Box 320, London, N21 2NB.
Entries should have pulled into our sidings by 30th October 1988.



1 (a) A nose (b) An olfactory membrane (c) A bogie

2 (a) Bishop Desmond Tutu (b) Bob Holness (c) The Flying Scotsman

3 (a) Steam (b) A polar bear (c) Scott from *Neighbours*

4 (a) Fireball XL5 (b) Stevenson's Rocket (c) Thunderbird 3

5 (a) Rolling stock (b) *Rolling Thunder* (c) Rolling tobacco

6 (a) On time (b) 3 minutes early (c) 82 minutes late

I'm not loco, but I know my trains. Here are the answers . . .

1 .... **2**.............. **3** .... **4**.............. **5**.............. **6** ....

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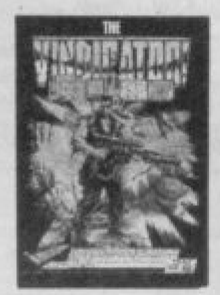
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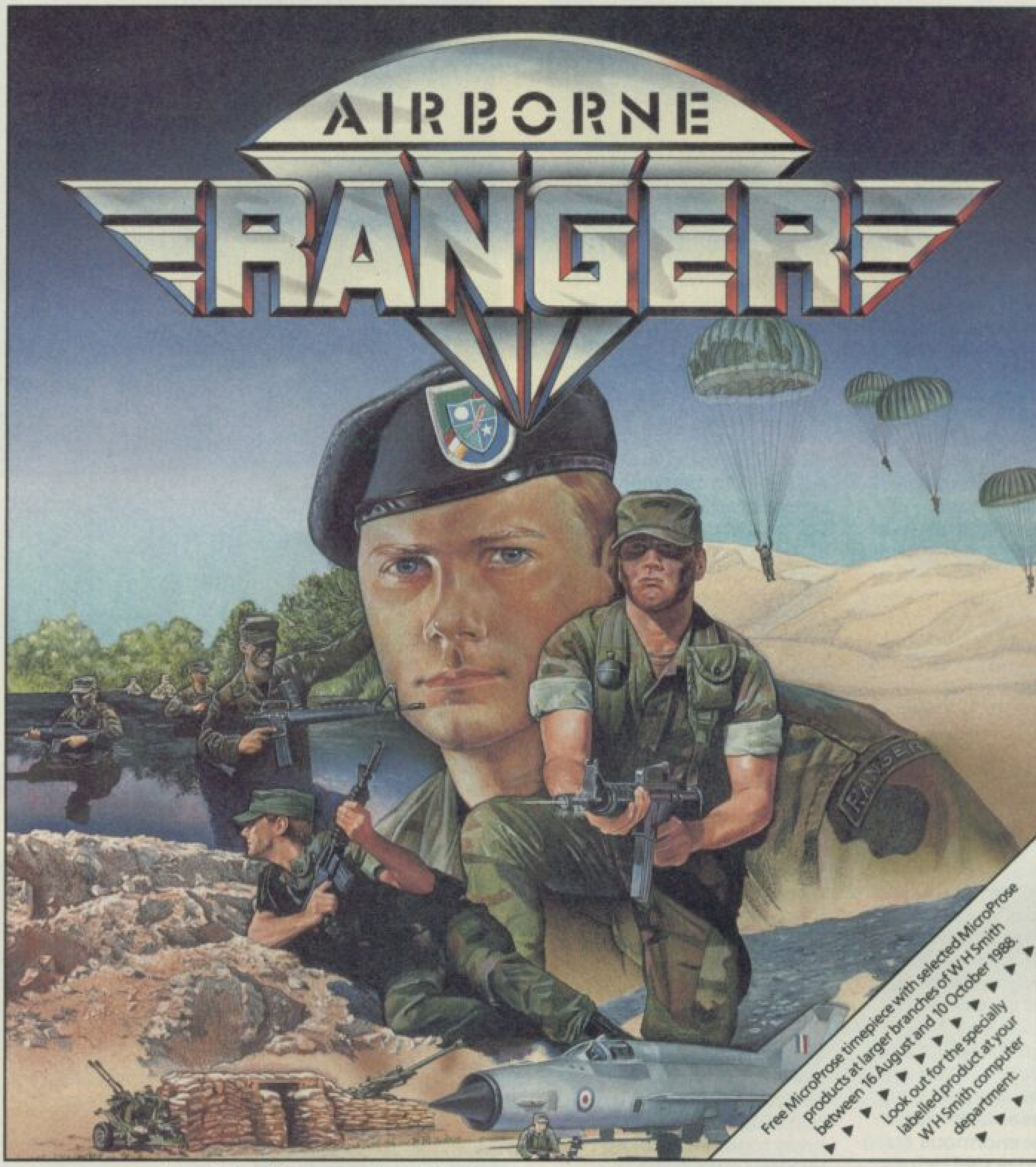
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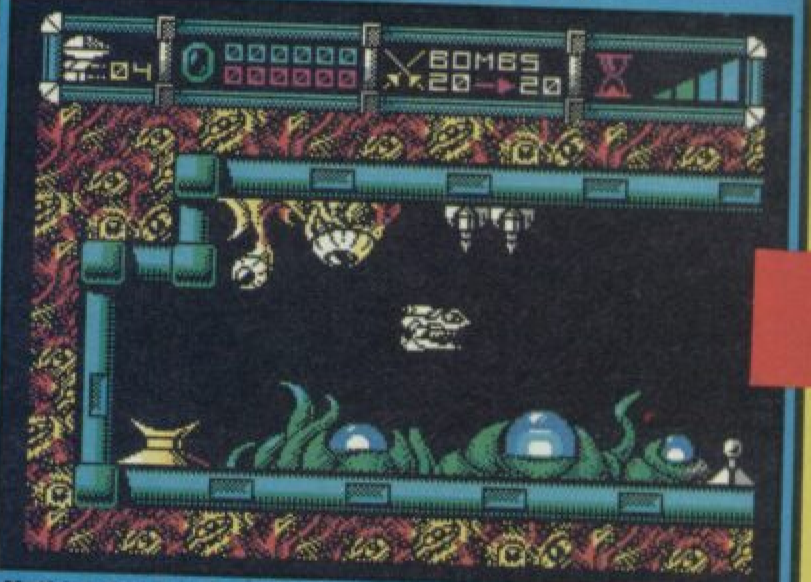
MicroProse Ltd., 2 Market Place, Tetbury, Gloucestershire GL8 8DA. UK. Tel: (0666) 54326. Tlx: 43422 MPS/UKG.

YS MEGAPREVIEW

They said it couldn't be done. They said it was beyond the bounds of imagination. In short, they laughed. But against all odds, *Marcus Berkmann* got out of bed to write this preview.

CYBER

The Gentle Touch



Nothing too deadly on this screen — just those little rocket chappies at the top. It's always nice to start with an easy 'un — especially when you know what horrors are coming up!

Well, a man does need his shut-eye. But what better reason to disturb those vital 16 hours of beauty sleep than *Cybernoid II — The Revenge*?

And worra surprise, too. A couple of months back when I last saw Hewson's release schedule, there was nary a twitter about this little lovely. But *Cybernoid* as discerning gamesters will know, was one of the best shoot 'em ups of the year so far — fast, complex, eminently playable and a treat to the eyes. And now, we see, it wasn't just a one-off. For in *Cybernoid* there was more than a game — there's a whole format just crying out to be stretched to its limits. Let me explain.

When we first saw *Knight Lore*, we marvelled. But to be honest, we never imagined that there was much more you could do with that 3D isometric schtick. And yet three of the best games ever seen on the Speccy, *Alien 8*, *Batman* and *Head Over Heels* followed in its wake.

Now I'm not suggesting that we have a format here quite as cast iron fabbo as that famous slice of inventiveness. But programmer Raffaele Cecco (he what wrote *Exolon*) was obviously so excited by his initial achievement — not to mention the enormous sales that accrued — that before you can say 'slap me vitals with a strawberry yogurt' he's gone and given us a sequel. And like all the best sequels, it not only captures whatever it was that made the original so, er, captivating, but is also a cracking good game in its own right.

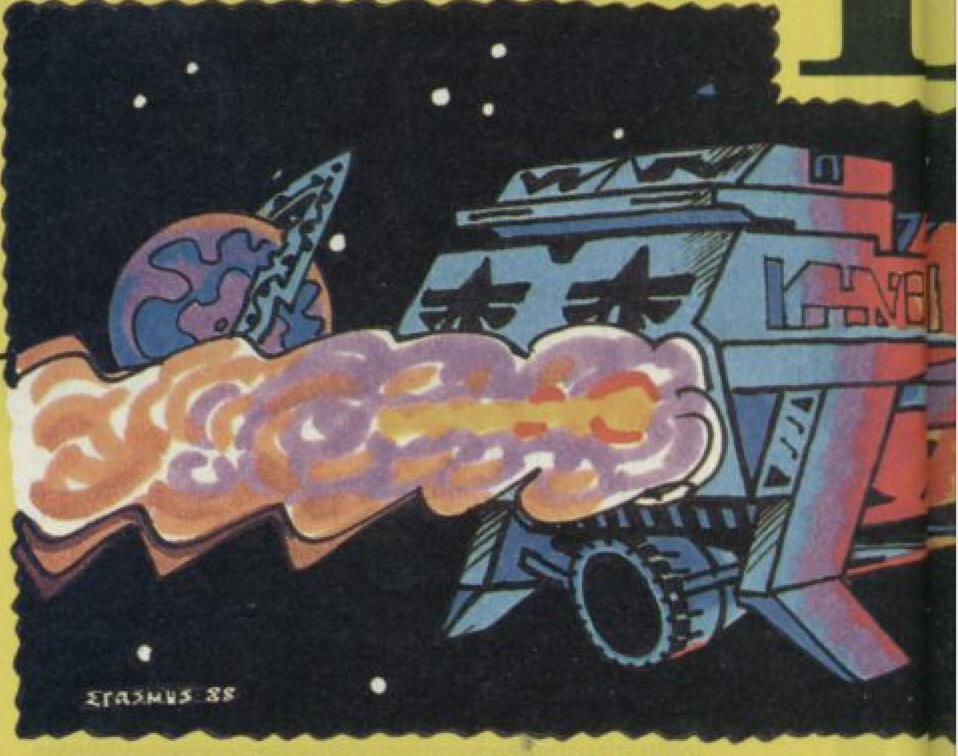
This, it seems to me, is a major achievement in itself. When I first had a good look at *Cybernoid I*, one of the first thoughts that assaulted my tired brain was ' How the hell did they manage to fit all this wondrousness in to 48K? ' I was mightily impressed, as were most who caught sight of it. But *Cybernoid II* has got even more in it than its predecessor. It's bursting with bits. And, not surprisingly, it's even harder.

Once again there will be three parts to the whole — and so far I've seen only an all-but-completed version of part one. It's playable though — my, is it playable. This is the first demo version of anything I've actually found myself addicted to — and it's not even finished yet. I must be going barmy — or is it really that good?

As before, you guide your *Cybernoid* through a maze of screens blasting things that can be blasted and avoiding things that can't. Your ship's a little larger now (24 pixels wide) and it has the usual selection of wacky weapons: Bombs, Seeker (which goes straight for the jugular of the nasty you're after), Bounce (which throws loads of destructive superballs around the screen), Smart Bombs and. Time Bombs, which can be left lying around to highly entertaining effect. You access these by pressing 1 to 5.

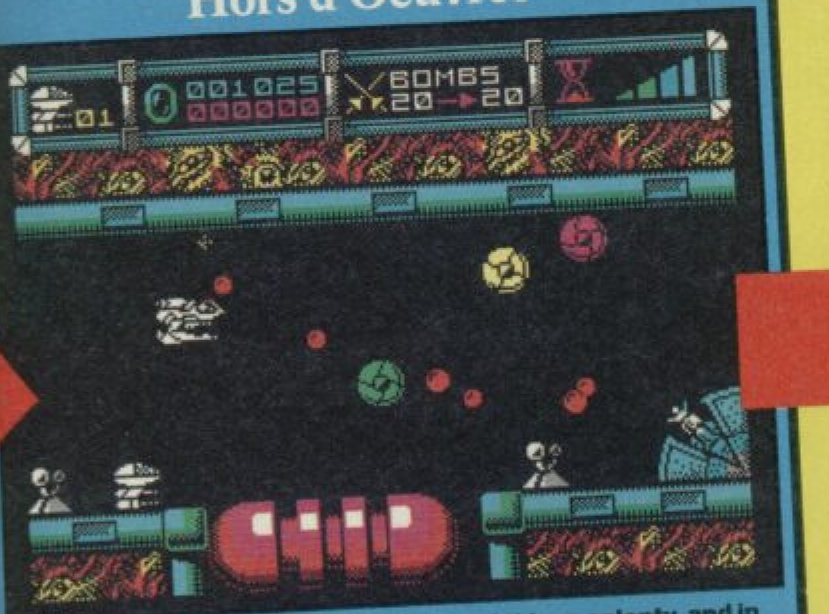
There are also weapons to be picked up — some are left just lying around, while others appear if you zap something. The best of these is undoubtely the Cybermace, a useful little number which revolves around your 'noid and blasts everything to bits. Now, for added freshness, you can get two Cybermaces whirling away together, blowing virtually everything to smithereens. You can also get bombs which follow the terrain and destroy everything in their path, like all those zappy planes the Americans spend billions of dollars on every year, instead of giving it all to me. And although I haven't seen 'em yet, there's rumour of guided bullets somewhere along the line as well.

The nasties are nastier too. Projectiles come at you from all angles, not just horizontally and vertically. Some weapons emplacements conceal aliens, which burst out and nab you just when you were congratulating yourself on a good shot. Other emplacements hide lots of smaller pods which home in on your hapless ship and need a bit of avoiding. If you hang around on a screen too long — savouring your achievements, enjoying a swift sarnie or just too scared to go onto the next screen — baiter aliens will appear and drive you away. Then there are what Hewson calls ' gravity puller things,' which pull you towards them in the hope of killing you. Delightful, huh?



Raffaele's also whipped something from his own brillsville *Exolon* (which, it has to be said, now looks L-plate stuff in the light of this) — to whit, those huge steaming throbbing ramrods that punch up from the floor and ceilings making small passageways very dangerous. What are they called, according to the programmers' notes I have here in front of me? 'Bonker

Hors d'Oeuvres



The thing on the right spurts out fizzy red things aplenty, and in my humble opinion merits a Seeker right up to its yo-ho-ho-and-a-bottle-of-rum. Make sure you zap the rocket at the top, for a treat will await you if you do...

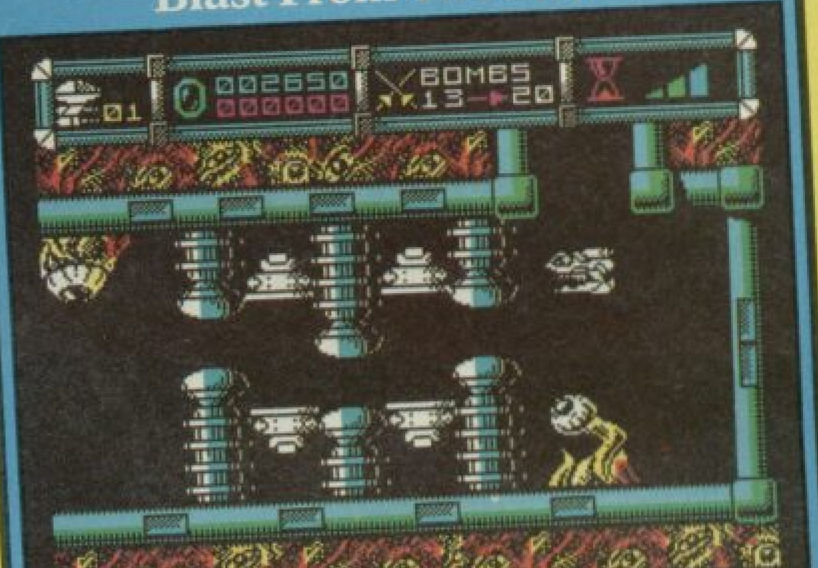
The Main Course



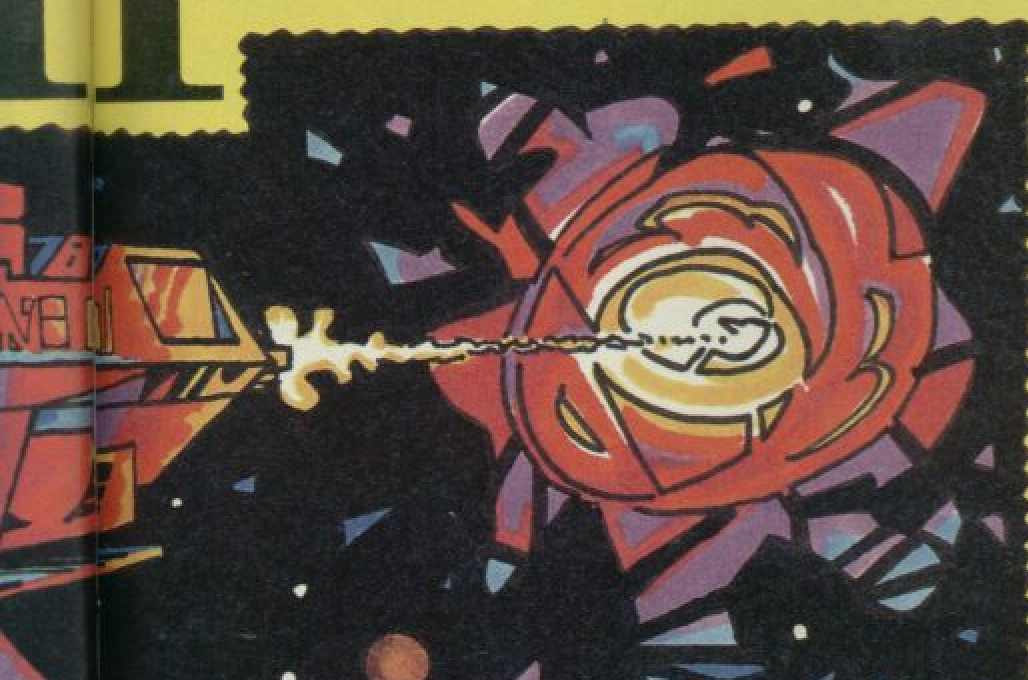
Another big critter which you may need to zap more than once to finish off (another new feature of *'Noid II*). The rocky jewelly things conceal the exit to the next screen, and also hide a couple of bonus white things — including the all-powerful Cybermace. Hurrah!

RNOID II

Blast From The Past



Oh dear — one of these. This, I'd suggest, is what you were saving your shield for. But hurry — for although you now flash (fwar kwar) when the shield's on, it doesn't exactly last all day.



things.' Well, of course.

As well as those additions to the gameplay, there are loads of nice new touches. Backgrounds are both more detailed and more animated Yukko alien heads and eyes litter the place. Aliens now blow up into fragments when destroyed, in true *Defender* style. And again, though I haven't seen them yet, I understand there will be optional exits, which means a strategic element to the game, no less.

In all, it's a definite step forward from *Cybernoid I* (as we'll now have to call it). It's hard, fast and slimier than a roomful of estate agents.

FAX BOX

Game	*Cybernoid II — The Revenge*
Publisher	Hewson
Price	Probably £7.99
Availability	September 20th

Achtung!



Here's one of those nasties that, when you've zapped it, suddenly lets out loads of 'orrible 'oming pods which sting you where it 'urts. Correction: here are two of those nasties that...

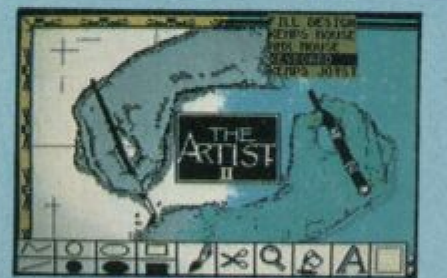
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SHOWDOWN

THE PERSONAL COMPUTER SHOW

It may have lost one letter from its title and changed venue to Earl's Court, but this year's premier computer showcase promises to be bigger, flashier and probably noisier than any of the previous PCW shows.

The show is open to the public for three days (Friday September 16th to Sunday September 18th), with a special hall dedicated entirely to the leisure computing industry. Special attractions will include the finals of the national games championship, a massive video wall and masses of sneak previews of what's on offer between now and Christmas.

So, for those of you who will be making the journey to Earls Court, here's a brief guide to a few of the software houses that will be exhibiting and what they'll have to show. And for those of you who won't be going? Well you're just going to have to make do with this preview. Happy hunting . . .

Although the following list is far from complete, it does give a rough guide to who will be at the show, where they'll be and what they'll be showing.

Amstrad (2200) Although the company will only confirm that it will be showing its full range of computer hardware, there still exists the possibility that the new Sinclair games machine will be on show.

Atari (2149) Following last year's Atari village is this year's Atari World, a tented pavillion housing some 30-odd associated companies. Product set to be announced includes 'a brand new development in personal computing'. Although it is far from clear what this development will be, reports in the latest edition of *CTW (Computer Trade Weekly)* suggest that it could be a CD-ROM device.

Big Apple (3132-3136) A big stand from a company which promises big things — and in keeping with the company's American-style image, the show's razamatazz will take place against a backdrop depicting a New York night skyline. A number of products will be on show, including the long-awaited *Oops!*

Cascade (3051) A military flavour will be adopted to promote the Vietnam tie-in, *19*. The stand will also incorporate displays from the budget label, Gamebusters, and the launch of a horse-racing form program called *Form Master*.

Commodore (2228) The biggest single stand in the leisure section will include a 100-seater theatre running throughout the show. Music, video and an arcade section are also promised, along with news of bundles on all of Commodore's machines.

DeGale Marketing (3442) The stand to visit if you want to see what's coming from Nintendo between now and Christmas.

Destiny (With Big Apple) Francis Lee's label will unveil *Bobby Yazz*, a game starring the cult gameshow host of the future.

Dinamic (3251) Formerly distributed through Ocean, the Spanish company's solo debut will include the launch of *Game Over II* and news of further titles including *Navy Moves* (the follow-up to *Army Moves*).

Elite (3348) Although no fancy stunts or shows are promised, Elite's stand will be packed with games including *Overlander, Live And Let Die, Wanderer, A Question Of Sport* and a mystery quiz game which will be unveiled at the show. The company will also announce two new compilation tapes, details of which were unavailable at the time of going to press.

Grandslam (3444) Formerly Argus Press, Grandslam's show debut will feature *Espionage*, the computerised tie-in with the currently fashionable board game. Also on show will be *Pacmania, Bruce Lee, Thunderbirds* and *Running Man* (an Arnold Schwarzenegger film tie-in). The company is also promising an innovative prize draw linked with show sales, with a possible prize of a trip on a submarine.



***Pacmania* begins with Grandslam (stand 3444).**

Hewson (3035) Andrew Hewson's Oxford-based operation will feature *Stormland, Eliminator* and *Battle Valley* (a previous C64 hit — now released on budget). *Cybernoid II* (as previewed on this month's cover tape) will also be on show.

Image Works (3137) Mirrorsoft's new upmarket leisure label will feature *Foxx Fights Back, Fernandez Must Die* and *Bomboozal*. Characters from one or more of these games may be making special appearances on the stand, so keep your eyes peeled.



***Fernandez Must Die* . . . and you're the man for the job. One of many games on display from Image Works (stand 3137).**

Incentive (3157) *Total Eclipse* will be the major product on show from the people that brought you *Driller* and *Dark Side*.

Infogrames (3147) *Captain Blood* should finally make an appearance along with other Spectrum product. Also, in another top secret promotion, Infogrames is promising the appearance of a, so far, unnamed famous musician.

Konix (3343) The joystick king has a number of new products to display, including one which will 'push back the borders of joystick technology' — try it at the show and make your own mind up.

Mediagenic/Activision (3061) Although this stand will not approach the size of previous Activision displays, it should still include such blasters as *Afterburner* and *Cyber Tank*.

Micronet (2135) The bulletin board specialist promises its biggest ever stand with extensive demonstrations of both *Micronet* and *Shades* (a multi-user game). A special show subscription offer will be available, offering a years subscription and free modem for £79.95.

Microprose (3227) In addition to the *Super X* simulator (see panel), Microprose and its associated labels — Origin, Cosmi and Suncom — will show an extensive range of product including *Airborne*

Microprose Takes Off

Not many people thought that Microprose could follow the success of last year's helicopter simulator — but it has! This year's main show attraction from the American simulation specialist will be another simulator, but this time one that's capable of taking 14 people at a time on a number of different voyages — by land, sea or air.

Imagine taking a Jumbo Jet into a foggy airfield, or submerging a submarine to 20,000 leagues. But that's not all that the Super X is capable of, it can also simulate a powerful racing car or a 20 ton tank and even a take-off in a supersonic jet fighter from the deck of an aircraft carrier.

The effects generated by the machine's million dollar nerve centre are so lifelike that at times it is possible to imagine that the machine has genuinely turned upside down.

Microprose's Super X simulator is bound to cause even more of a stir at this year's show than the gunship did in 1987. So make sure that you get along to stand 3235 in plenty of time to take part in the experience of a lifetime.



A new world of adventure awaits all those who take a ride in the Microprose Super X simulator (stand 3235).

Ranger, Red Storm Rising, Ultima V, Insider Trader and *Defcom 5*. The long-awaited soccer game from Sensible Software (the people behind *Wizball*) will also be unveiled.

Ocean (3101) This stand's military theme will be set off by the appearance of a genuine armoured car to promote such action games as *Operation Wolf* and *Rambo 3*. A number of other licensed products will also be on show, including *Typhoon* and *Daley Thompson's Olympic Challenge*. As ever, the Ocean display will be chock full of arcade machines and special attractions — so much so that the stand will occupy three times the floor space of last year's effort.



Hungry for the wolf? Check out Ocean's display (stand 3101) for the coin-op and Speccy versions of *Operation Wolf*.

Softek (3443) A couple of surprises are promised from the group that includes Ace, The Edge and The Micro Selection. Perhaps one of these surprises will be the appearance of *Alien Syndrome?*

Telecomsoft (3447) A large stand incorporating the three Telecom labels: Rainbird, Firebird and Silverbird. Full-priced product on show will include *Exploding Fist +* (sequel to *Way Of*) and *GI Hero*, while the budget range will include *Hopper Copper, Skateboard Joust* and *Classic Dog Fight*. As usual, the stand will be awash with baseball caps, T-shirts and arcade machines (including the fabulous *Mr Heli*).

Thalamus (3434) The release of *Sanxion* will mark this company's first foray into the Spectrum market, with running demos of this (and possibly others) promised. The company will also be running a special PC Show Gold Rush promotion (see last issue) with an *Eye Of The Storm* lightning globe as first prize.

US Gold (Stand 3117) This year's stand from the Birmingham giant will incorporate displays from Epyx, SSI and Go! Epyx will feature *The Games — Summer Edition* and *4 × 4 Road Racing*, while Access, the company behind the Leaderboard series, will show *Echelon*. Other attractions include a *Dungeons And Dragons* display and an opportunity to win a Kawasaki motorbike (useful if you're big enough to ride one!). The highlight of what's likely to be US Gold's biggest ever stand will be Sega's spectacular coin-op *Thunderblades*, which has been nominated as the Pepsi Challenge Game Of The Year and will be used in the finals of the national games championship.

Your Sinclair (3007) Everybody's favourite Spectrum magazine will once again be host to the wackiest stand at the whole show. Come along to fill in the gaps in your collection, pick up a binder or two, or just to say 'trouser-press' to the gang that put the zany into magazany! *(What? — Ed).*

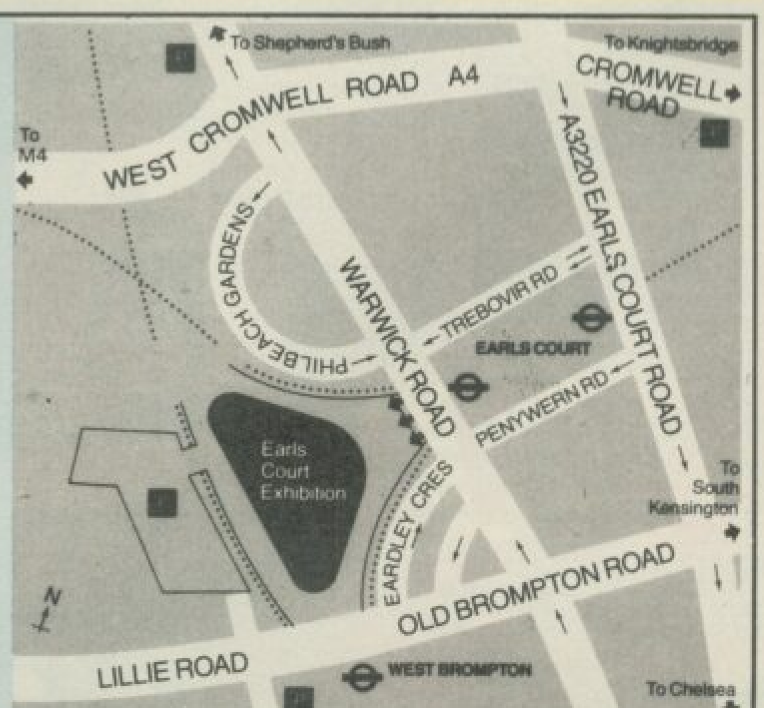
Pepsi's Wall Of Vision

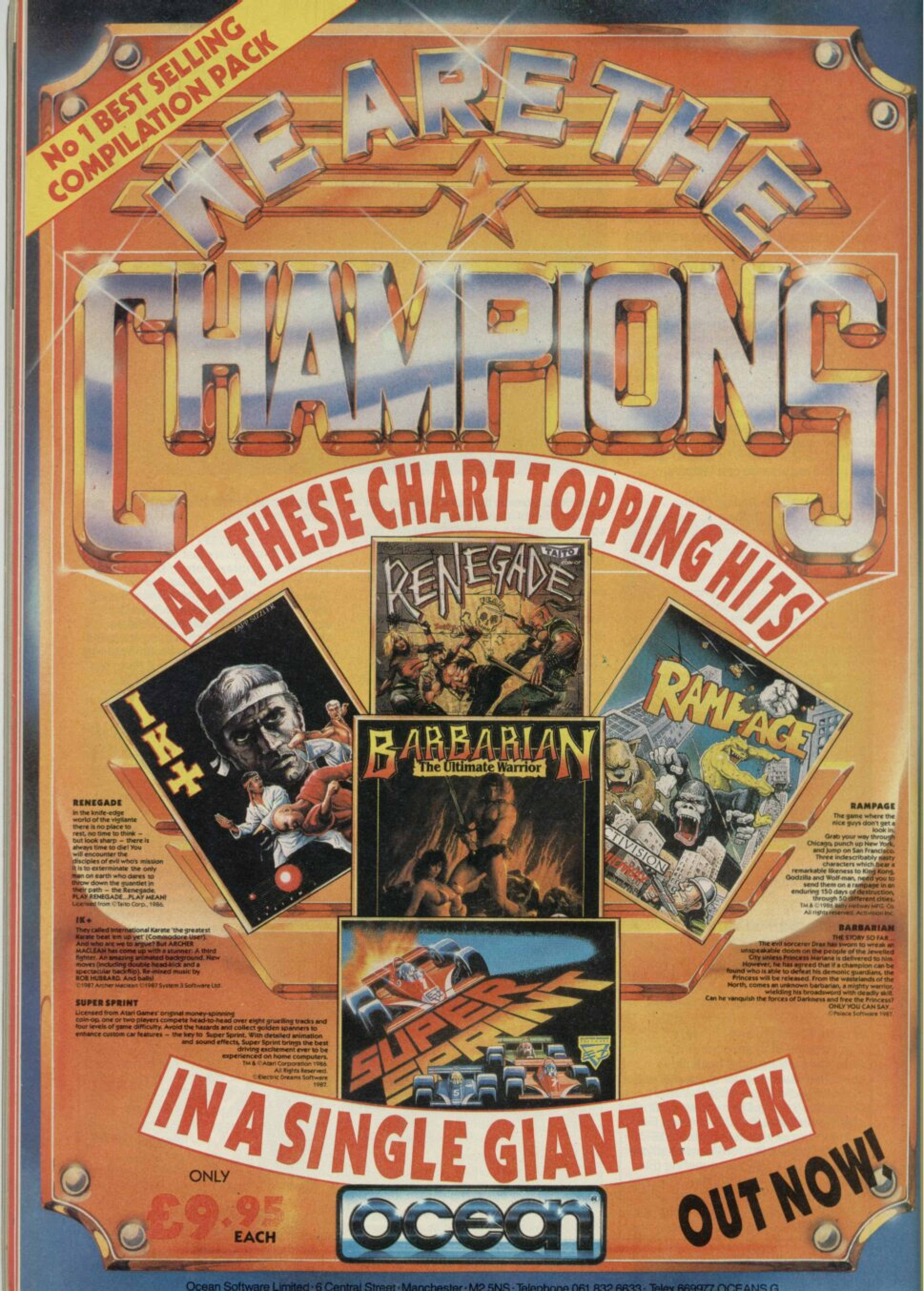
A major attraction at this year's show will be the Pepsi-sponsored video wall. Measuring almost 100 square feet, the screen will display a wide variety of subjects including Michael Jackson videos and promotional clips of the latest in hardware and software.

In addition to these constant shows, the screen will be used to display special features including live coverage of the US Gold/Boys Club National Computer Games Championship finals and the Ultimate Pepsi Challenge Final.

A number of smaller screens (16" × 20") will feature in prominent positions throughout the hall broadcasting the Bulletin 1000 Show Channel. This year the channel will be split into two, with separate shows running for business and leisure.

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IK+
They called International Karate 'the greatest Karate beat 'em up yet' (Commodore User). And who are we to argue? But ARCHER MACLEAN has come up with a stunner: A third fighter. An amazing animated background. New moves (including double head-kick and a spectacular backflip). Re-mixed music by ROB HUBBARD. And balls!
©1987 Archer Maclean ©1987 System 3 Software Ltd.
SUPER SPRINT
Licensed from Atari Games' original money-spinning coin-op, one or two players compete head-to-head over eight gruelling tracks and four levels of game difficulty. Avoid the hazards and collect golden spanners to enhance custom car features – the key to Super Sprint. With detailed animation and sound effects, Super Sprint brings the best driving excitement ever to be experienced on home computers.
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RAMPAGE
The game where the nice guys don't get a look in. Grab your way through Chicago, punch up New York, and jump on San Francisco. Three indescribably nasty characters which bear a remarkable likeness to King Kong, Godzilla and Wolf-man, need you to send them on a rampage in an enduring 150 days of destruction, through 50 different cities.
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BARBARIAN
THE STORY SO FAR...
The evil sorcerer Drax has sworn to wreak an unspeakable doom on the people of the Jewelled City unless Princess Mariana is delivered to him. However, he has agreed that if a champion can be found who is able to defeat his demonic guardians, the Princess will be released. From the wastelands of the North, comes an unknown barbarian, a mighty warrior, wielding his broadsword with deadly skill. Can he vanquish the forces of Darkness and free the Princess? ONLY YOU CAN SAY...
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SCREEN SHOTS

PART TWO

THE GREAT GIANA SISTERS

Rainbow Arts/£8.99 cass/£12.99 disk

Dunc There are loads of great things in the world, aren't there. Let's see if we can think of some. Eeeerm, there's Great Britain — what a glorious nation (ahem). There's *Great Expectations*, the book by that marvellous author Sven Hassell *(Eh? — Ed)*. There's Great Ormond Street Hospital, a building full of doctors nurses and ill children that 'celebs' often visit. There's the Great Train Robbers (Gord bless their cotton socks). There's, erm, erm — blimey, I've run out. Hey, what's that falling from the ceiling? (Sound of Speccy +3 disk landing on head). Ouch — hmmm I'll just stick it in the computer (whir, whirr, whirr, whirr). Great balls of fire, great heavens above, it's *The Great Giana Sisters* — worra coincidence. I may as well do a review, then, eh Spec-chums?

Giana Sisters is bound to be compared with *Super Mario Brothers* at some point, so I'll get it over and done with now. *Great Giana Sisters* is a bit like *Super Mario Brothers*. There, done it — and some of you may find that recommendation enough to go out and buy this game, so goodbye, and have fun. For the rest of you I'll describe it all in greater detail.

Format: a right to left scrolling, side-on viewed, monochromatic platformish collect and avoid 'em-up (Gasp). In fact, visually, it's rather akin to *Wonder Boy* — quite a bit in fact.

You play Giana (in two player mode your friend plays her sister, Maria, and you play alternately) who, while sleeping one night, slips into her dream and finds herself in a strange land, full of nightmarish creatures. (Freddy Krueger might even be in there somewhere). Her only chance of escape is to search for a magic diamond which should send her dreamland packing and return her to reality.

The monochromatic playing area scrolls toward Giana (who is generally in the centre) and obstacles and nasties confront her. There are platforms made up of blocks which can be jumped onto and which occasionally (if a block has a star on it) yield an extra skill or weapon. To get anything in this game requires an icon to be head-butted (so stand under a block and jump up). The first reward you get is a sort of 'punky' hair-do, which enables you to destroy bricks by nutting them — very useful if you've taken a silly route and the way up is blocked by a platform (saves you having to back-track). Then you get a little bomb which can be thrown at the nasties (without this, they have to be jumped on or simply avoided). Then you get a bomb which automatically homes in on your enemies, and so on. A lot of the blocks contain Magic crystals, 100 of which, when collected give an extra life. The dilemma you're faced with is whether to 'waste' time collecting these, because each level has to be completed within a time limit — 100 seconds, to be precise. Failure to complete a level in time loses you one of your three lives.

The landscapes have all sorts of traps to be negotiated, including spikes, fire pits, holes and water-pools. Some 'traps' aren't actually traps at all, and can help you considerably. It's all a question of trial and error (quite a lot, there are apparently 32 levels — I found level 3 hard enough to get to).

Great Giana Sisters is a pure gem of a game where addictiveness is concerned. The graphics aren't exactly the best I've ever seen, but they're perfectly passable (given the brillo gameplay). The only real whinge I've got is the speed of the scroll and response from the keyboard — it's not exactly slick and crisp. Having said that, however, you do get used to it fairly quickly and the game is so enjoyable in itself that it doesn't matter that much in the long run. It's a great game.

Hey, I've just thought of another thing that's Great . . . ME! (haw haw haw). Boing.





***YS* Seal Of Approval**
All games reviewed in Screenshots are finished products.

YS CLAPOMETER

Side view monochrome avoid and collect 'em-up scrolling platform game. It's in the same vein as* Wonderboy, *but more addictive. Great stuff.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

8

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SOLDIER OF FORTUNE

Firebird/£7.95

Rachael Four figures huddled around a campfire. "Ooh! Huddle closer, duckies," the fire said camply. The quartet acted butch and ignored it. They were Teron the Terror, Sarnak the Snapper, Gorman the Gormless and Tartarus the Baking Powder. Their gathering could mean but one thing . . . that this was the start of yet another computer game scenario!

This one concerns the Zodiac Power Source, a sort of Ever Ready of evil from before the time of legend – or lunchbreak, whichever was longer ago. Krillys, (rhymes with Phyllis) a heavy-handed meddler in the subtle arts of magic, provides the necessary nasty who fries three of the four heroes, leaving only you, Sarnak the Soldier of Fortune, to rid the land from foul beings (worse than the *YS* team?).

Pretty standard stuff so far, but for one thing – this is the latest from hard-grafting Graftgold, the people who gave you *Uridium*, *Magnetron* and many other golden goodies. But *Soldier's* recruiting officer is neither Steve Turner nor Andy Braybrook, but one David O'Connor, so let's find out if all that glitters really is (Graft-) gold.

On first impressions, *Soldier Of Fortune* ain't going' to win no awards in the originality stakes. We've all played plenty of running, shooting and collecting games before, haven't we? But let's not dismiss *Soldier* so soon. What was *Uridium* but just another shoot 'em up – but one which was transformed into a classic because of its brilliantly balanced playability? Perhaps Graftgold can work its Midas magic on yet another old genre.

As you play along, you'll realise that it can – and how! Forget the fact that you've seen almost every element of this game before, ranging from moving platforms to teleports and swooping birds to crumbling floors. You've probably not seen tham put together as imaginatively as this more than three or four times in the whole history of Spectral computing. Add to that some great and varied graphics and you have the magic hook of addictability to make you play and play again.

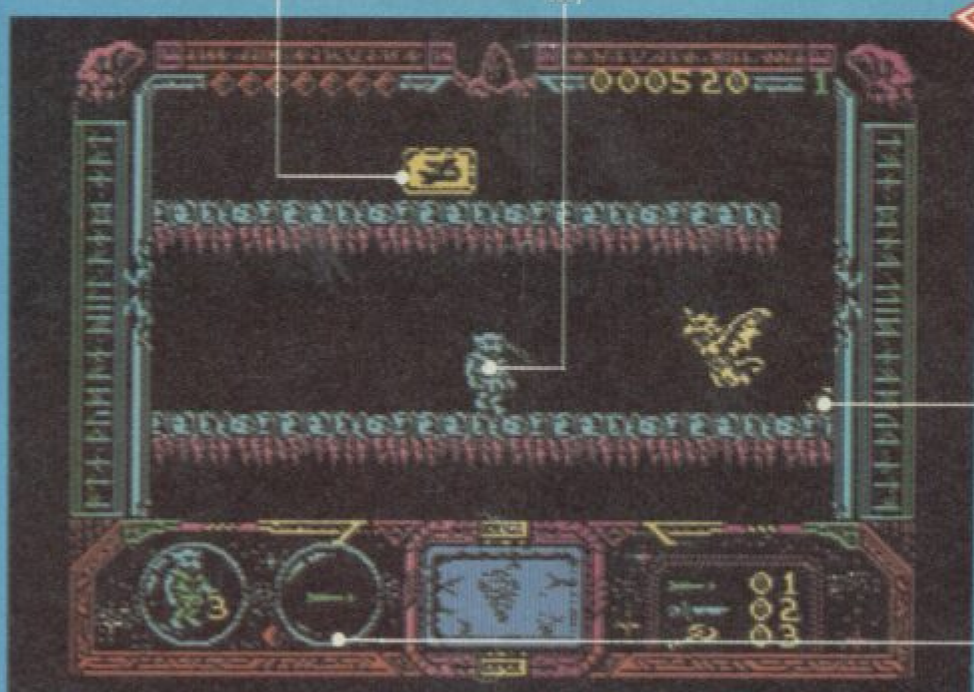
You start by running along the surface, shooting down some loping monsters which provide easy targets. But then you reach the first fissure in the crust. Will you try jumping (inadvisable) or hang around in the hope of help (somewhat wiser)? And when the lift arrives (ooh, worra giveaway!) do you descend or use it as a stepping stone to fresh fields?

Variety as you explore – that's the key! You have a choice of paths, even shooting out walls to reach caves by alternative routes. There are also teleports, which will take you into other realms, such as a world set amongst trees, and each has its own particular beasties, which become increasingly tough to tackle. Then, just to keep you on your toes, you won't find the objects that you're seeking in the same place each game!

You will be able to work out the cave layout though, and discover how to deal with specific problems – only to have them lead you into new dangers. Luckily there's lots to collect as you go, ranging from more powerful weapons to life-giving crystals and, more crucially, the six pieces of the magical tablet which let you construct an elemental to defeat the Guardian of the region – or was it a *Daily Mail*?

Yea, verily, there was a rejoicing throughout the land for once again the brave knights of Graftgold had got it right and breathed life into an old formula. So don't delay – sign up as a *Soldier* and receive a *Fortune* of fun!

YOUR SINCLAIR MEGAGAME

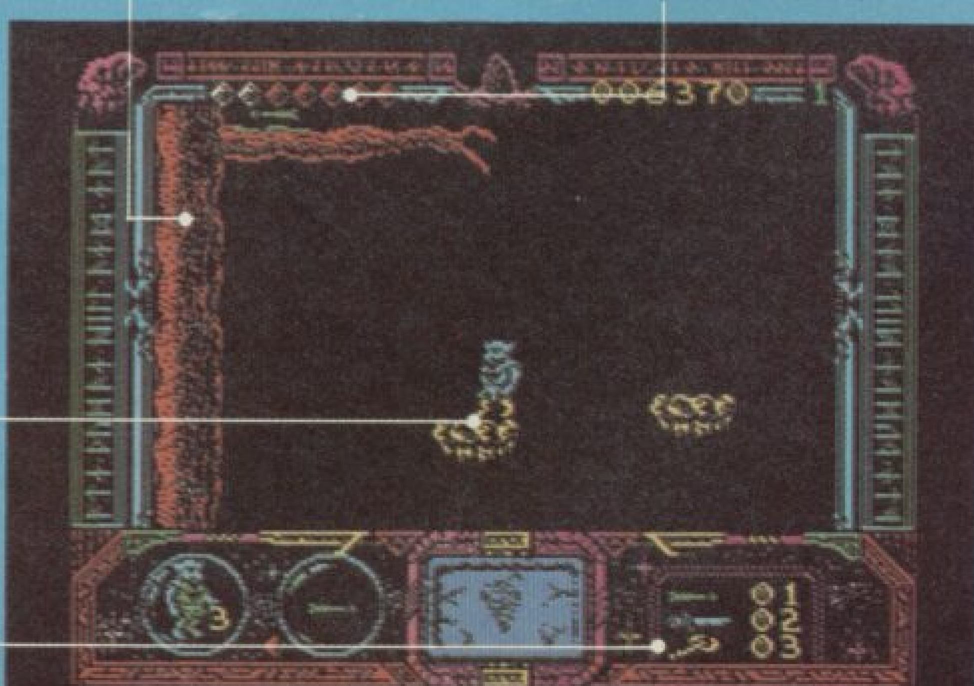


Keep on taking the tablets. Discover six of these and you'll fill up the frame at the bottom to win a date with an elemental of your choice.

This is you, sexy Sarnak, about to do battle with an horrible harpy which flies right at you. One shot will dispose of it – but not everything is so easy.

Pity we could only get his toes in shot, but this is the skeleton of a previous adventurer. Walk across him and free his soul for extra points and perhaps a clue.

What's behind the round window, *Play School* fans? A green arrow to show that you're on basic power. Find better weapons to dispose of beasties faster, but be warned that they may drain your energy!



I know I said drop me a line but I didn't mean a branch line! In the Orchard World you'll need all your leaping skills to find the objects and then teleport out without getting out of your tree.

Sarnak's a diamond geezer – and if he manages to collect eight of these he can say 'Gee's a' n'extra life (© RJ Smith Painful Puns Inc).

In earlier stages the lifts are very smooth, but these two shoot around like burst balloons. Time your jumps correctly or you'll plummet off the bottom of the screen!

Collecting weapons allows you to dispose of some creatures with a single shot where two might otherwise be required. But be warned – they could also sap your strength. At least you've got unlimited shots!

YS CLAPOMETER

Objects, platforms, mapping, monsters, strategy and atmospheric graphics – all put together in one totally addictive game!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

9

1943

Go!/£8.99 cass/£12.99 disk

Ciarán 'Son of a gun!' Problem? 'Yeah, Mac, I'll say we've gotta' problem? I need a pilot, Purple Heart and all that — yeah another Tom Cruise you might say ('cept he ain't born yet) — to go on a suicidal solo mission over Jap-land (ptui!) and guess what? Captain Scarletjaw has gone to London to get in the way of commuters, talk loudly and take pictures of the GPO tower — that means we ain't got nobody with an ego big enough to go. Hey, your head's a little on the swollen size, d'ya fancy biting the dust — as a hero mind — over the south Pacific in your lil' ol' Mustang? Yo Mac! You've gone blue as blueb'ry moonshine. That's a pretty good goddamn idea, now the slants won't be able to see ya up in the sky. Good initiative, Mac, damn good initiative.

And that's the story: a mad suididal mission across crazy enemy terrain, resisting attack from psycho pilots — a bit nutty really. Yes, it's another monochrome vertically scrolling shoot 'em up — not in space or in the orbit of the mechanical planet 'Sheapdro Ping' this time, but above the clouds in down town 'I'm gonna' wash that man right outa' ma hair' land.

The landscape oozes downwards (it's slow y'see) while you, a spanking double-engined bomber plane, cut a swathe through attacking waves of enemy fighters and resist attacks from yellow aircraft carriers. At the end of each section there's a massive bomber to blam out of the sky, and then, when you reach the end of the level, there's a mega-big bomber to blow up which is so huge it can hardly move. To help you in your awesome task are the occasional extra-weapon icons (surprise, surprise) obtained by shooting the occasional enemy fighter. These add-ons can be anything from extra-energy to double firepower or spraying bullets. Good eh?

Well, yes and no. The graphics are good, clear crisp military fighter-plane graphics, and the big-bomber is very realistic and vivid. The scenic 'over cloud' view graphics are a bit bland and the steady blue/white monochrome doesn't help. The fighters move in straightforward patterns, simple and easy to anticipate. The only one that gave me real hassle was the figure-of-eight path.

But where the game really falls down is on gameplay. Not because the responses are sluggish, or the enemy too fast, but because the game is soooooo easy. I didn't even break out in a sweat or swear once as I annihilated the enemy. Either this game is a cinch or I'm an expert gamesplayer with split-second reflexes and psychic anticipation. Make your own decision. And remember . . . never give a Kit Kat an even break.

YS CLAPOMETER

A novel approach to a shoot 'em up. Good graphics but far, far, far too easy . . .

GRAPHICS	7
PLAYABILITY	6
VALUE FOR MONEY	6
ADDICTIVENESS	7

7



NIGHT RAIDER

Gremlin Graphics/£7.99 cass/£12.99 disk

Dunc Eeeeooowwwwwww!! Ack ack ack ack ack ack!! Bang, bang, bang!!! 'Quick, Algy, think of a slightly more original intro for this flight combat game.'

'Sorry, flight, I'm a bit tied up on the rear cannon at the moment . . .'

'Honestly Algy, there's a time and a place for that kind of thing.'

'Sorry, flight. Aaah, here comes Fritz. Let's hope he wants some lead . . . take this, chum . . . Rat at at at at at at at at!!

Night Raider is supposedly a cross between a flight simulation and a shoot 'em up.

You take the controls of an Avenger torpedo bomber, which at the beginning of play is nestling eagerly on the flight deck of the HMS Ark Royal (an aircraft carrier). Your primary objective is to sink the Bismarck.

There are four screens to play about with on the aeroplane — forward view, rear view, map display and engineers view, and you'll need to be au-fait with this latter screen to even get off the ground.

Once you've got the motors running it's time to zip back to the cockpit view. Press a key and it's chocks away, as you zoom into the air.

Back into engineers view for a bit of fine-tuning, and then onto the pilot's view to set course for the nearest U-boats.

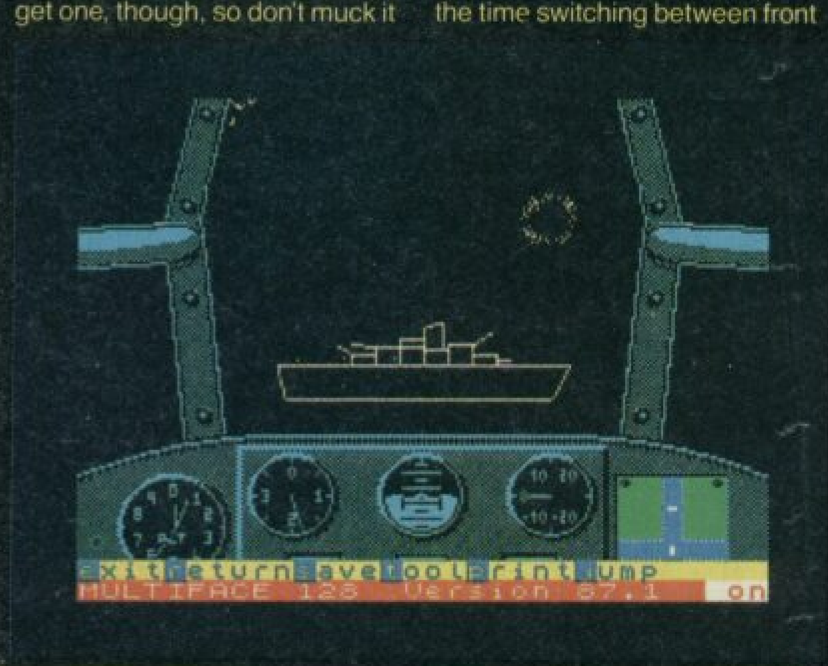
When (if) you reach the U-boats, it's time for a bit of low level flying while sending the subs to Davy Jones' Locker with your forward guns. Done that? Righto, back to the map screen to pick another target. When you decide it's time to take out the Bismarck, you have to do a low level approach and drop a torpedo into the water. You only get one, though, so don't muck it up. Once the Bismarck has been sunk, you have to make it back to the Ark Royal and land. Mission accomplished.

Night Raider suffers from being neither a brill shoot 'em up nor a fab flight sim. It comes out as being fairly average in both departments. You spend most of the time switching between front and rear screens, and shooting down the Dorniers as they swing across your field of vision, spewing lead.

The inside of the plane is graphically great, as is the animation of the flak which comes out of your guns. Not so great are the graphics 'outside'. The Dorniers, U-boats, E-boats and mines are slightly jerky and not particularly impressive sprites, while the Ark Royal and Bismarck are pretty dire vector graphics — they're rather two dimensional and don't exactly convey a great deal of realism. If the external action was presented as well as the internal this could have been a very good game, but as it stands, neither sim-buffs nor shoot 'em-up fans are going to find lasting enjoyment here.

"Well, Algy, have you sent Fritz into the briny yet?"

"Yes Flight. Can you tie me up again now?"



YS CLAPOMETER

A cross between a tactical shoot 'em up and a flight simulation that hasn't quite come off in the 'absorbing' department.

GRAPHICS	7
PLAYABILITY	7
VALUE FOR MONEY	7
ADDICTIVENESS	6

7

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MERCENARY: THE SECOND CITY

Novagen/£5.95

Marcus It's probably fair to say that anyone who didn't like *Mercenary*, or indeed would rather have eaten their own arms than buy a copy, won't be reading this review. So we must be left with the civilised minority — those loopy bods who, like me, spent untold hours mapping the huge underground dungeons of Targ and slowly, gradually, maddeningly solving the problems of what went where and what those enormous geometrical shapes were all about. We are the people who went straight down one of the lifts and started rooting around the hangars, corridors and teleports while all the trigger happy bods were taking potshots at buildings and wondering when the action was going to start.

But even a game as great as *Mercenary* can't keep you going forever, and there comes a time when the fevered brain demands new excitments. So, step forward Novagen with its latest masterpiece, *Mercenary — The Second City*.

Many readers will by now have noticed a certain similarity between the two games.

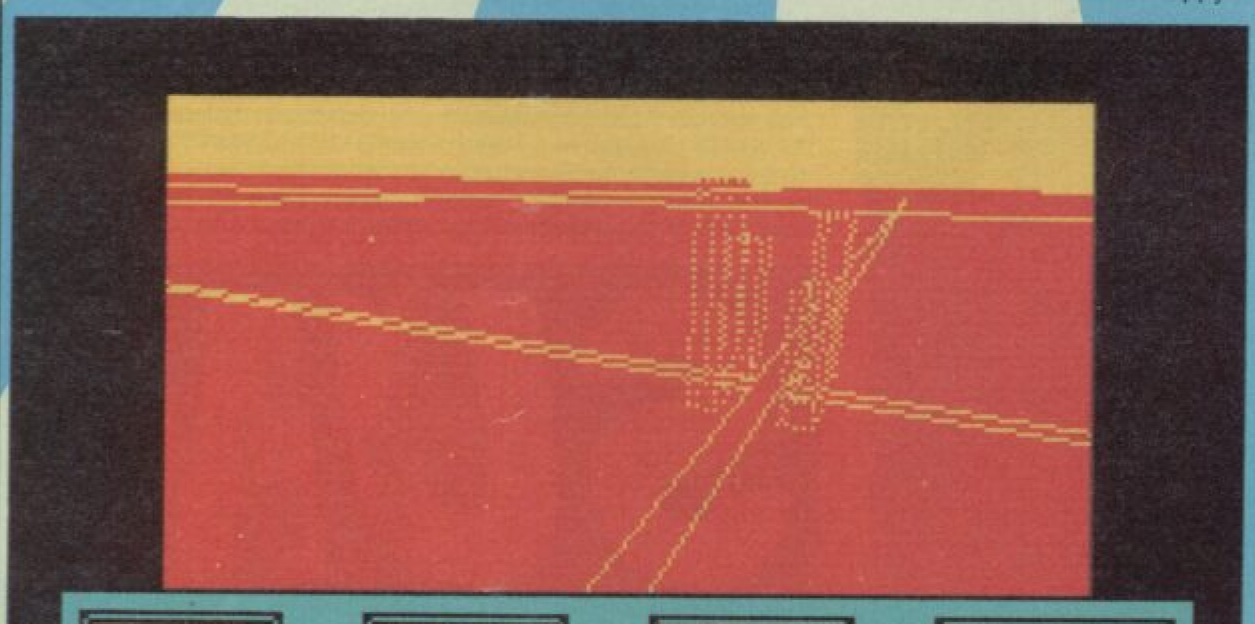
All right, I admit it. *The Second City* is not the long awaited sequel to *Mercenary* — that's called *Damocles*, and there's still no sign of it — but a mere dataset to load in as a saved game. But as 'mere' datasets go, it's highly impressive. What it gives you is not really a second city as such, but more of an alternative Targ — albeit a red-and-yellow one rather than a blue-and green one. The gameplay is similar, the objects (and object) the same, but it's much much harder.

Your map for Escape From Targ, therefore, is completely useless. The layout's different here, and the underground network is both harder to find (not quite so many lifts — at least not accessible ones) and far more difficult to get around.

Remember those first happy times you played *Mercenary*, when you toddled freely around downstairs all over the place? No longer, I fear. Everyone is barred by locked doors, and finding the keys is a tricky business and no mistake. Triangular doorways are particularly frustrating, as you can't find a key anywhere — until you realise that it's all a hilarious joke of the programmer's and there is no key. My, how we laughed. Ha, ha.

Then there's the dark hangar, and more of those teleports that reverse everything (except that this time you *have* to use them), and more traps and ways of being imprisoned and locked doors and everything! Aaaaagh! There are even *two* dots in the sky when you look up to find the space station. Two? Two.

It's not a new game, and it doesn't pretend to be. Just think of it as a harder version of the original *Mercenary* which'll keep you guessing, thinking and kicking the cat for just as long. I won't give too much away, as the pleasure really lies in finding out for yourself — but of course you know that. If *Mercenary* was your cup of tea, then think of *The Second City* as a chocolate chip cookie, and you won't go far wrong.



YS CLAPOMETER

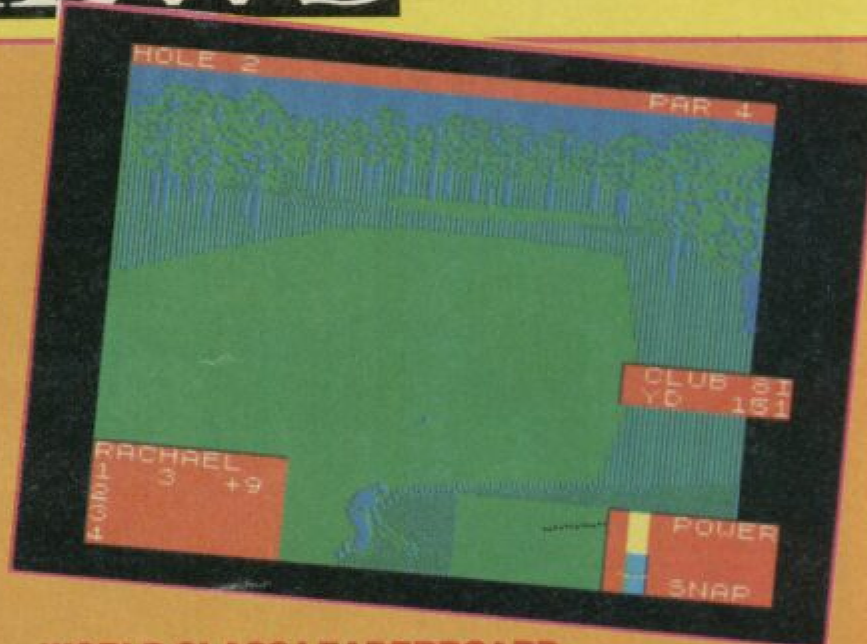
Excellent extension to* Mercenary *which will keep fans going for yonks. Now where's* Damocles*, eh, Novagen?

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

8

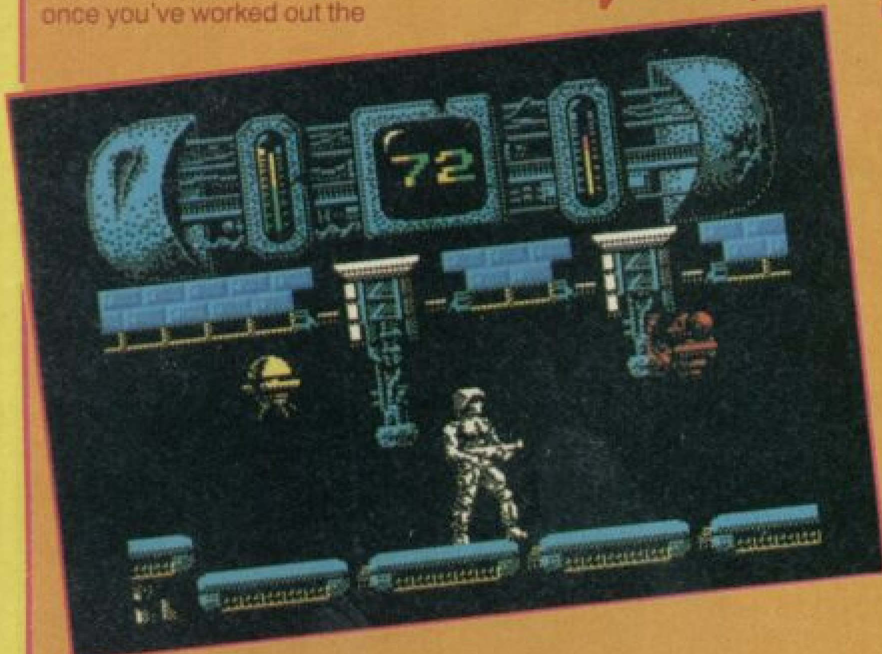
US Gold/£12.99

Rachael Nothing is nicer on a hot summer day than a six pack — particularly as the only heat is from your Spectrum's power supply. Yeah — it's shiver into autumn with a compilation of US Gold software. Half a dozen programs which first appeared around the end of last year and the beginning of this one, now make their way into a double cassette box, with one annoyingly ungainly poster-sized instruction sheet — which ain't always 100 per cent accurate, Golden Guys! But once you've worked out the *Captain America* control keys, you're still left wondering, at £2.16½ per program, is this a bargain or a dodgy job lot? Let the captions tell the story . . .



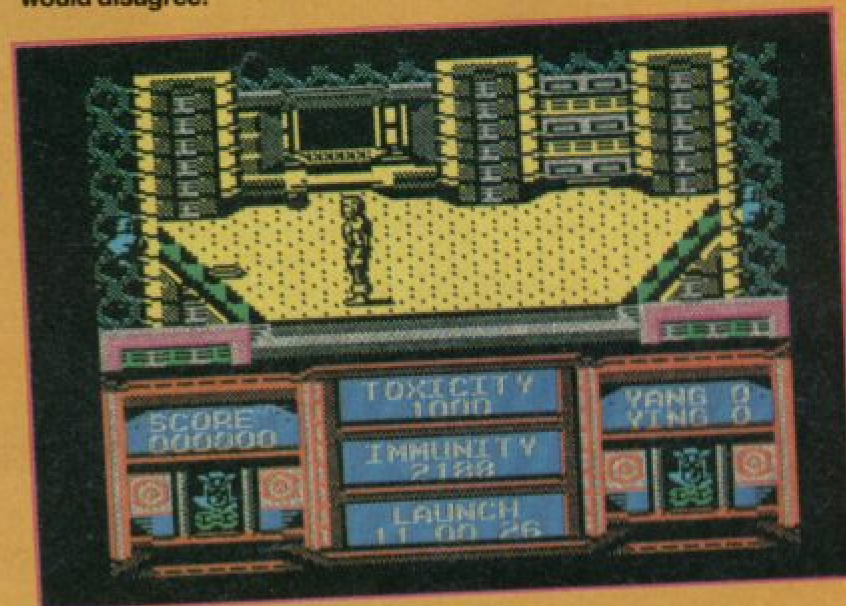
WORLD CLASS LEADERBOARD

And Rachael drives off down the green! I've always been too lazy to walk around golf courses, even if my Porsche's tyres do track up the turf. Perhaps that's why I just lurve *Leaderboard* in all its incarnations, and this one is no disappointment. Up to four players charge round four challenging courses, including St Andrews, at any of three levels, with their point-of-view redrawn every time they play a shot. Smooth stokes and detailed simulation bring this in well under par. Tony Worrall made it a Megagame in January and who would disagree!



TRANTOR — THE LAST STORMTROOPER

Seems like stormtrooping has gone right out of fashion now everyone's into Acid House, leaving just this big chunky sprite to shoot everything in sight while gathering letters to spell out codewords (Whadja know? An int-er-lectuel Nazi!). Chunky is the critical word. Trantor may just be too chunky (Impossible! — Bicep Barmy Ed) because there ain't that much room to manoeuvre as you blast away. The late great Phil South — the Last Sandwich Guzzler — gave this a Magagame award at the end of last year, but I'm inclined to mark it down to 7 for dodgy playability despite great graphics.



CAPTAIN AMERICA

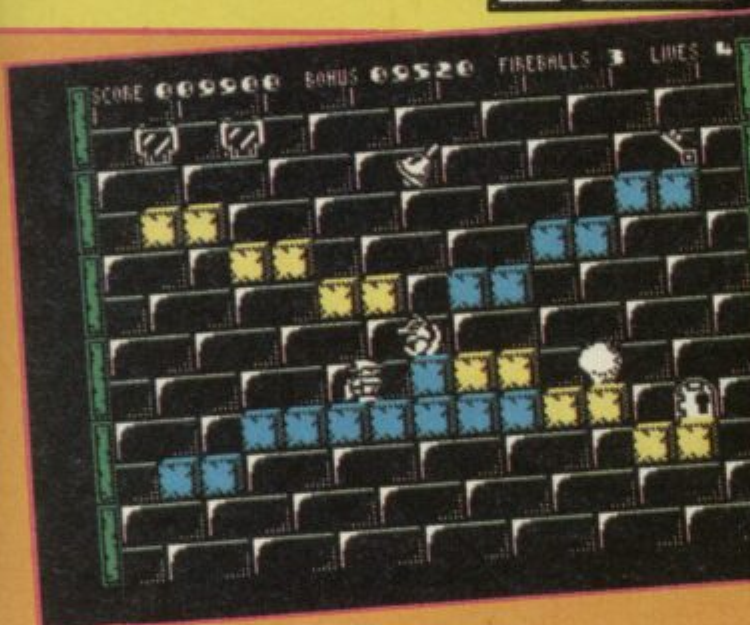
Duncan McDonald claimed to have trouble understanding the instructions for this in March — then he found he was reading the German version! Well, even in English I couldn't make head nor tail of them — though this could be something to do with my aversion to flag-waving Yanks (rhymes with . . .). Cap has to disinfect the Doom Tube of Dr Megalomann, which sounds like he's working for Dyno-rod, but is really an opportunity for lots of shield hurling and exploration against a time limit. Dunc gave this 7, but I'd mark it down even further on grounds of playability.



RYGAR

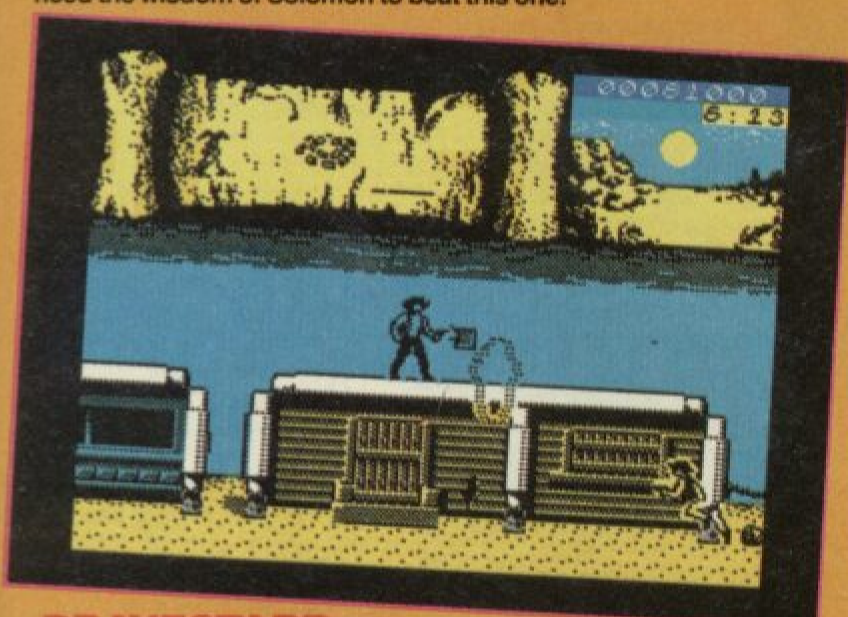
If a squidgy little sprite came up to you and said, "Let's Fight," you'd probably fall over laughing. But despite the diminutive hero of this arcade coversion — totally unlike the buzz-saw blade skimming hunk of the advertisement, which led to complaints from 'concerned parents' — this is one addictive decimation game. Unlike *Solomon's Key*, a retarded cucumber could understand this one — you run along and kill everything, collecting bonuses whenever they appear — but this simplicity is totally addictive. David Powell's debut review in January's Screen Shots gave it 8, which sounds about right. I guess the guy's a natural born critic!

SUMM
GAM



SOLOMON'S KEY

The surprise find. Snouty recognised its brilliance last November and made it the third Mega in a row. This is one of those classic arcade problem solvers, rather like *Boulderdash*. It's a test of block building and destroying as you clamber round each screen, collecting objects and avoiding nasties. It may take a while to get the hang of what's going on but persevere because this has addictiveness which will outlive most simple shooting games. You'll need the wisdom of Solomon to beat this one!



BRAVESTARR

And last but not least, saddle up your android pony for some fun gunplay on the planet of New Texas, as a range of placcie toys makes it to sprite-land. Yet another run and shoot game, but with an element of problem-solving thrown in as you collect money to bribe the gamblers, who sit in saloons gobbing in the spitoons (Kerwhup — hawk — ptang!), to give you information. It's all very fast and furious and if it's not quite so addictive as *Rygar*, that's probably because you'll play it second (unless you load the tape backwards). This was a Tony Worrall Megagame in January, but I'd place it around 7 — guess I'm just a mean old-timer.

It's impossible to use the standard YS scale for this series so let's devise another form of scoring. The real qualification is value for money and the first question is, "Is each of these games worth just over two quid?" The answer is in the affirmative, without exception. Question two: "Would you pay more for any of them?" Again a big thumbs up. *Leaderboard* is cheap at any price and *Solomon's Key* is brilliantly ingenious. Even though *Captain America* and *Trantor* disappoint, *Rygar* is a standout success and *Bravestarr* is an efficient blaster. In short, you're getting great value for lolly, so if you're missing many of these titles you should seriously consider this Mega compilation!

STALINGRAD

CCS/£9.95

Archie *Stalingrad* is a magnum opus by Ken Wright, a number of whose previous works have been reviewed in these pages.

Play takes place on a scrolling map representing south eastern Russia, including the Sea of Azov, the tip of the Crimea, and much of the Caucasus.

The player controls the German forces — the 6th Army, plus an extra Panzer corps, and some well dodgy Rumanians — which are represented on screen by square 'counters' in black, with an icon representing their unit type marked on them. The Russians are depicted with yellow counters.

The Germans have infantry, mechanised troops and tanks. While tanks may move fast — up to 12 of the squares which the map is divided into — they are vulnerable, so don't get conned into driving deep into enemy territory without adequate infantry back-up somewhere on the horizon! As the poor old foot soldiers only move at a third of the speed of the tanks, that can be difficult.

Each of your seven divisions is divided into groups of three units. You do not give orders to individual units, but to each trio. By accessing the move order menu, you get a cursor on screen: you move this cursor to where you want the left and right flanks to be, and instruct the commander to act aggressively, defensively, or use his own initiative.

When one of your units is next to an enemy unit, you have combat. Each unit flashes in turn, and a number appears indicating what percentage losses they have suffered.

Our glorious leaderette — the editor — wanted me to include some hints on tactics. Unfortunately, until I've worked out whether I have a bugged version or not, or whether something is happening which hasn't been properly explained in the rules, I can't really do that. I will, however, essay a couple of suggestions.

First of all, don't let your armour disappear into the distance. If your tanks get surrounded by Russkis, that's the end of your punching power. Armour is only any good when it's mobile. Second, keep something in reserve, even it it's only the Rumanians. You may need them to contain a Russian breakthrough. Third, keep an eye on the Russians, and hit them where they are weakest. With luck and judgement, you may be able to break through their lines and surround pockets of their troops. If you can cut them off from their supply depots, they you have a good chance of wiping them out.

On the whole, I like the look of *Stalingrad;* but my wholehearted approval for the game has to be withheld at the moment. For a game as complicated as this one is, the publishers have to make a special effort to ensure that the rules are as simple as possible. Unfortunately, that hasn't happened here. To be honest, the rules as they stand at the moment are about as clear as most computer manuals. They've been written by someone who already knows everything there is to know about the game, and so uses a sort of personal shorthand.

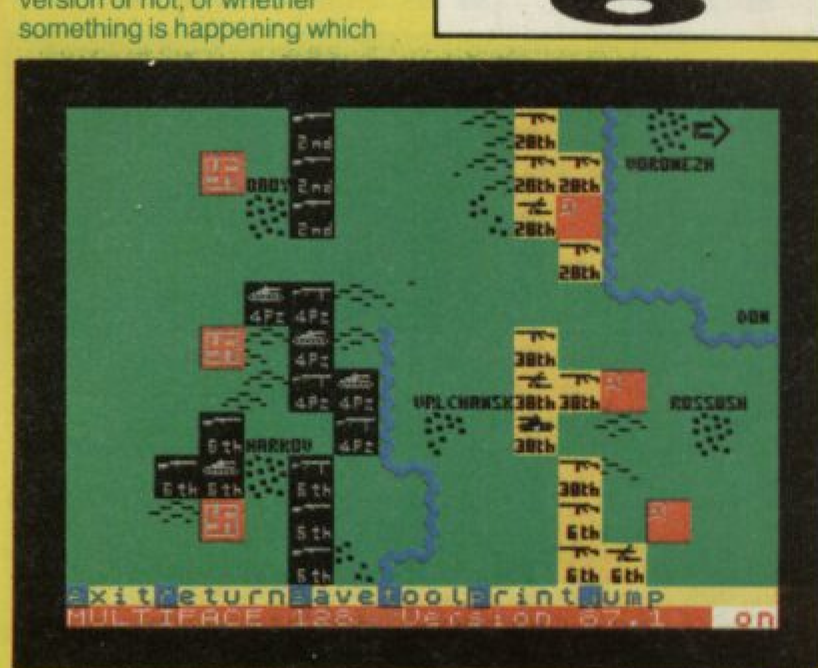
YS CLAPOMETER

A sophisticated exciting game but rules don't help you get to grips with the tricky bits — you're on your own.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS



6



THE TRAIN: ESCAPE TO NORMANDY

Accolade/£8.95 cass/£14.95 disk

Sean Le chicketydum, le chicketydee, le chicketydum, le chicketydee, le WOOH WOOOOOOOH!

You're Monsieur Le Feu (That's Mister The Fire to you), brave and fearless hero of the Resistance, who laughs in the face of Nazi tanks and bombers, and makes rude gallic gestures at them. Your latest venture is, to 'borrow indefinitely' a train filled with French art treasures, and get it to Normandy before sunrise. Why before sunrise? I'm not sure. Perhaps it's a vampire train. But fortunately Monsieur Le Duc (That's Mister . . . er . . . The Duck to you) another gallic hero of the Resistance is on hand to provide any chuffin' assistance you might need.

The perilous journey begins at Metz station, where you must take pot shots at the German guards whilst Le Duc is loading up the coal, and checking the tyre pressures. Once the Nazis have been dealt with, you leap onto the train, and begin your journey, which is where the difficulties start. The engine must be constantly checked to ensure that the right pressure is maintained, and the temperature is high, but not too high. Water and coal levels must be monitored, and coal must be used efficiently — shovel too much in at once and the engine boiler gets damaged, too little and the speed begins to fall — not good when you have hundreds of kilometres to travel before daylight. The throttle and various whistles must also be managed, and trying to brake too suddenly will wear the brakes out.

Then, just as you're getting used to sorting this little lot out without crashing, smashing or spontaneously combusting, Le Duc, in his useful helpful manner, tells you that a German 'plane is attacking the front (or back) of the train. When Ducky does this, it's time to man the machine gun and blast the 'plane out of the sky, only to head back to the engine room to find everything going haywire.

There certainly is plenty to do in this game, which is a curious mixture between a shoot 'em up and a simulation. The shoot 'em up sections of the game are straightforward, and fairly tedious.

Simulation fans, though, 'stoke on. All your options are controlled from the joystick, and the engine driving screen is well laid out and easy to manipulate. Attempting to plan a route and keep all the engine parts functioning properly is great fun and ambushes, damaged tracks, and Resistance rendezvous all add to the sense of atmosphere and urgency, and even after three nights continuous play on the easiest level, I never came close to actually finishing the run.

Not a game for arcade fans, but if you're looking for an introduction into the world of simulations, and particularly train ones, you could do worse than this atmospheric romp through wartime France. Trainspotters rejoice!

YS CLAPOMETER

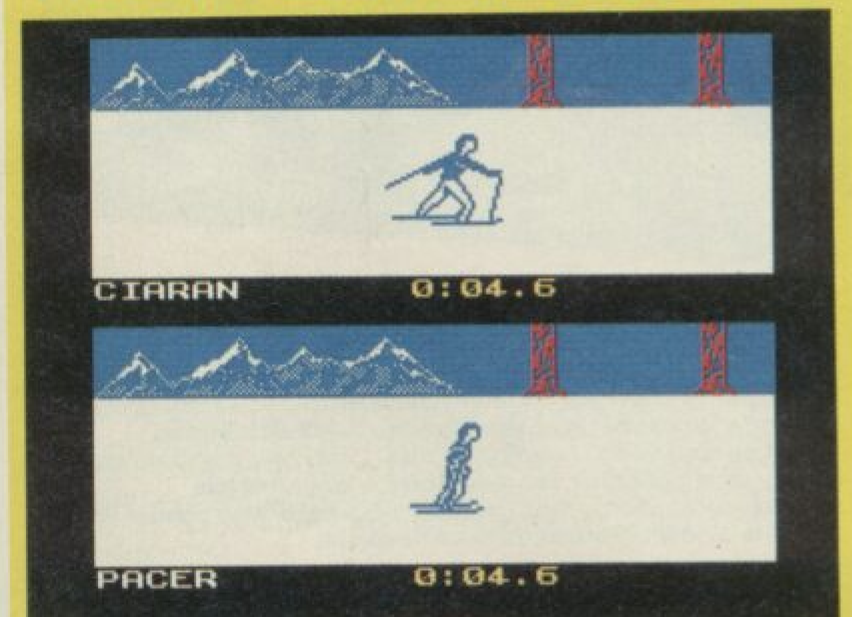
Naff shoot 'em up sections, but the train driving simulation and atmosphere more than make up for them.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

7



THE GAMES WINTER EDITION



Epyx/£8.99 cass/£12.99 disk

Ciarán Isn't summer a joyous season? The flies buzzing idly around your lunchbox; the kiss of the breeze against your sweaty forehead; sunburn and foreign tourists. Kinda puts you in the summer mood. So what have I got to review? Ah, *The Games — Winter Edition*. Great eh?

The LUGE is first. You have a choice of four tracks, each varying in meander-ratio (tight bends to you) and wibbliness (honk). The graphics are quite good, lots of shaded icy overhangs and the like, but it falls down in playability.

Next is the CROSS COUNTRY, playing over either one, two or five kilometre tracks. The idea, believe it or not, is to beat the pacer to the finish by skiing across the scrolling landscape. The inertia effects are pretty good, however — it's actually harder to go up a hill than go down, and so the playability rates quite high. Addictiveness is good as well, because the pacers add a competition element unavailable in the other events.

Third is the FIGURE SKATING, this is the most complex. You skate around in your skirt (yes skirt) performing all manner of flamboyant and poetical moves to impress the judges. Brilliant animation and realistic spins and female movements (honk!).

The SKI JUMP is next. This section is probably the most difficult. Jumping is no hassle but it's the landing that's the chore. Quite addictive, fairly playable. Graphics are similar to Cross Country (not very good).

Next is SLALOM, a combination of lightning reflexes and anticipation. This part has you weaving between scrolling flags in another effort to beat that pacer. The angle is a rough 30 degrees isometric view and the scrolling is fast, the gameplay good. You fault if you touch the edge of the course, crash into a flag, or run out of time — whichever way, you end up as a meaty snowball. Graphically this part is okay, but on addictiveness it scores very highly.

Then there's SPEED SKATING which is the most taxing. The animation of the central characters is good and realistic but the gameplay is a little frustrating when you bite the ice for the fourteenth time in two seconds.

Lastly is DOWNHILL. Gameplay is fast and fierce but the graphics are a terminal let down: blocky posts and mountains suspended unrealistically in a chronically blue sky.

So in summary, the games don't stand up well on their own, but together fit quite nicely with only the dreaded multi-load spoiling their consistency. Addictiveness and playability seems to be smeared thinly over the seven, but they're certainly atmospheric and sharpened with nice user-friendly effects.

YS CLAPOMETER

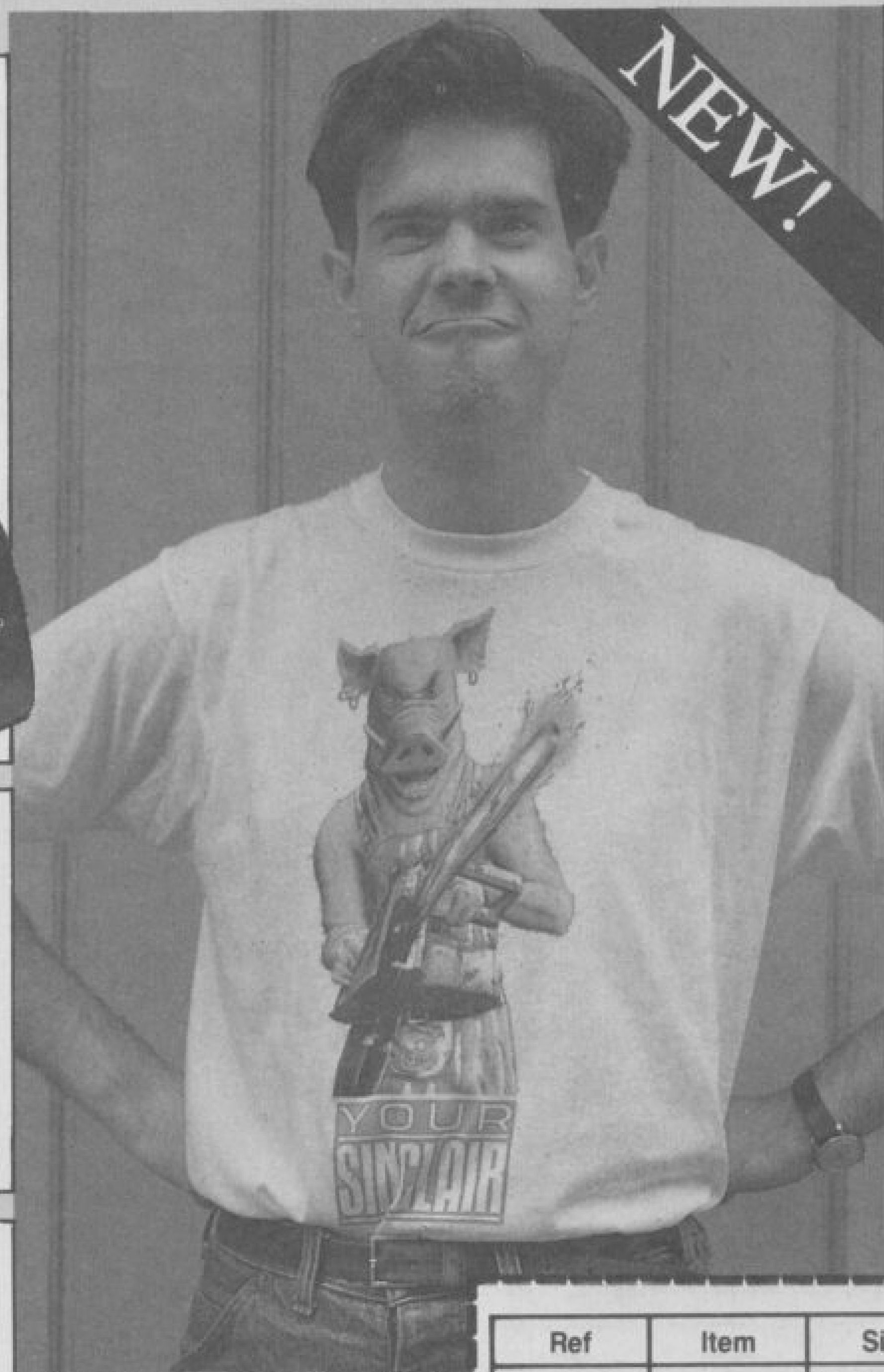
A varied compilation: good effects, varying gameplay — for sports addicts only.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

7

YOUR SINCLAIR FASHION BOUTIQUE

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OVERLANDER

Elite/£7.99 cassette/£12.99 disk

Macca Car games! Aren't you just tyred of them? Feel like braking the cassette instead of loading it? Exhausted with the monotony of endless roads? Well I sure was until *Overlander* crashed through the letterbox. It's so brill it drove me up the wall! (*That's it, no more motor jokes — Ed*).

The year is 2025. The world is not as it was — well not as it could've been if it had become what it was going to be (*Eh? Ed*). Anyway, our once green and luscious planet is now a scorched wasteland, devoid of all vegetable life (yes, including Keith Chegwin). And the reason? Aerosols.

Yes, those chilly things you jam up your armpit every morning caused the end of the world. Why? The ozone layer. Deodorants destroyed the ozone layer and the sun happily baked the planet. Naturally, the peoples of the world (apart from washing more frequently) decided against being oxidised and retreated underground instead, to live in vast subterrenan cities while the Earth roasted at Gas Mark 92.

Meanwhile, roving bands of beefy blokes claimed the deserted freeways and roads for themselves. The only people who dared travel them were the beefier car freaks who devoted their lives to adding extras to cars. And we're not just talking fluffy dice and intermittent windscreen wipers here — I mean the hard stuff: battering rams (cor!), missile launchers (wow!) and turbo chargers (gosh!). The hardened collectors of these pieces became known as . . . Overlanders.

And that remarkably enough is what you play in this game, an Overlander. You must smuggle either counterfeit for the Crimelords or secret papers for the Federation. Whichever you choose, it's off in Allegro 3 (as I affectionately named my car) and down Devil's Straight where death is but a skid mark away (honk!).

But wait! First you must buy some petrol and extra add-ons before you embark, shadowy flank and all that. Most things are too expensive for you to purchase at the start but you can afford stuff like turbo chargers (extra acceleration), flame-throwers (throws flame) and battering rams (rams batters). These cheapo items however have a limited warranty and are likely to conk out after a use of three.

Of course, this smuggling racket of yours isn't as cushy as it sounds. Out to get you are the gangs of surface dwellers, intent on exacting the exact toll for travelling their roads . . . death (crash of distant ominous thunder).

The road is quite nice actually. A green gliding affair as smooth as a conveyor belt, rising and falling with the programmed undulations of the terrain. Trees and the odd overturned car pass down the side of the road. and the mountains on the horizon bounce up and down in realistic fashion. Allegro 3 steers left and right with gentle smoothness, responsive beyond belief.

Cars and bikes shoot past you. The cars hang around and either have to be rammed into the scenery or blasted by your forward cannon. Motorbikes go faster than you and try to collide with Allegro 3 in true Japanese style. These too, must be shot. As you progress, gun turrets begin to zoom past and occasionally a big mega-truck will appear, depositing grenades in your path.

Your car is very easy to steer since you can't actually drive off the road, so curling round those light bends and abrupt corners is a cinch. However you do need to be skillful at steering to avoid the bikes and shoot the trucks.

So what is the challenge here? I mean steering is easy, you can shoot and ram other cars, and there's extra weaponry to boot — so what will keep me at it? Well, the attraction is that there's an end and a purpose to the driving. In other similar games (*Out Run, Road Blasters*) you just go on and on and on (i.e. very boring). In this game there's an actual final point to reach, an incentive in the form of extra add-ons to buy, and therefore more playability and variation.

This is a game that developed the more you played it. A simple idea when coupled with good programming works amazingly well.

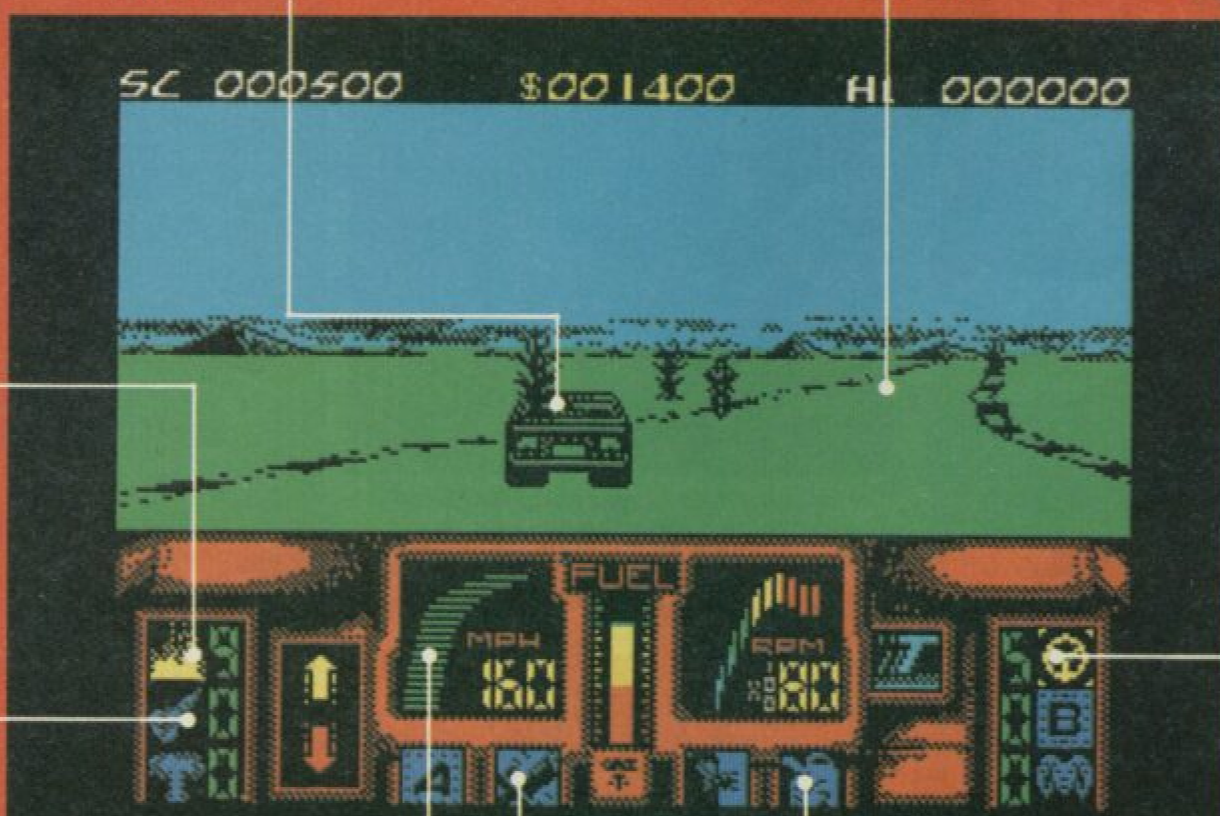
YS CLAPOMETER

For Sale: 1988 Road Race Game 'Overlander'. Play tested. Good Runner. Excellent performance. A good buy.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

9

YOUR SINCLAIR MEGAGAME



This is Allegro 3, a demon of a car if ever I saw one.

The road slides up and down as you come across hills and valleys.

This number indicates the amount of flame-throwers you have left (if of course you've actually bought any).

This icon shows whether you have the turbo-charge add on which gives you extra acceleration.

The icon here tells you how many heat-seeking homing missiles are remaining.

This is your speed indicator — you can maintain this without keeping your finger on the key.

All the other, darker icons show the features I was unable to afford (shucks!)

Make a mug of cocoa and stick yer tired feet on the coffee table ("Get them off" oo-er-mum), as *Duncan MacDonald* guides you through the spooky world of budget games.

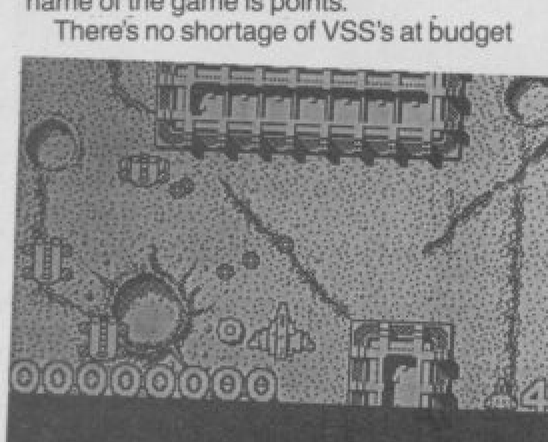
BARGAIN BASEMENT

Hades Nebula

Nexus/£2.99

This is yet another VSS (vertically scrolling shoot 'em up), and I expect you all know by now what that means: keep alive for as long as possible, avoid all the flak that's aimed at you and shoot everything that moves. The name of the game is points.

There's no shortage of VSS's at budget



price, so it's comparison time: *Hades Nebula* is a cross between *Moonstrike*, *Xarax* and *Xevious*. Like *Moonstrike* it's monochrome, but like *Xarax* and *Xevious* it's a mite jerky. Unlike all three, the playing area is a full screen wide. The graphics are quite big and detailed — so it's nice to look at — but I found the action a little bit too slow. If you absolutely adore VSS's then get it, otherwise, well... that's your decision!

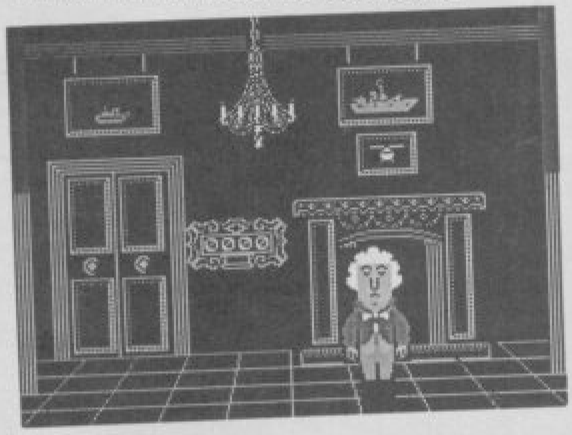
Re-release/Original score 7

Flunky

MAD/£1.99

Quite an odd little game, this one. You play a manservant in Buck Palace. The occupants (Andy, Fergie, Charles, Di etc.), should you wander into them, will set you off on a task. For instance in the bathroom you'll find Andy in the tub, and he'll ask you to go and get him a boat to play with, so off you trot to find one. And so on.

The selling point of the game is the giant colourful and very humourous graphics: brilliant caricatures of the royal family.



However, for me that wasn't enough to make the game particularly unputdownable. Full marks for originality, though.

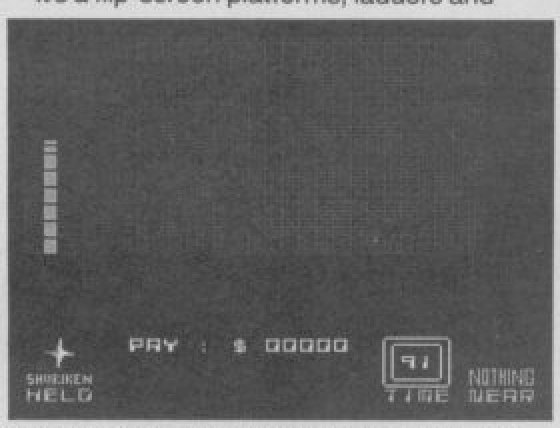
Re-release/Original score 9

Saboteur

Encore/£1.99

I imagine that a hell of a lot of you will already have this one, cos it did pretty well when it first came out. It was megagamed, actually.

It's a flip-screen platforms, ladders and



tunnels affair in which you get to play a ninja warrior. You've got to infiltrate a security building and steal a computer disk. Out to stop you are guards trained in the martial arts. They also have knives and shurikens and things, but then so can you (if you pick them up — they're scattered around all over the place).

You start off in a river and have to climb a jetty to gain access to the building. Once inside it's 'oh dear, which way now' dilemma time. There are ladders going up, ladders going down and further rooms leading off to the left and right. Walking into some rooms can result in a birrova shock, as you might suddenly find yourself being attacked by a guard (or indeed a guard dog). Hold down the fire-button and keep that joystick moving if you want to kick someone's light out. Fights are best avoided, unless you really can't help it or you have a throwing weapon, as they sap your energy — you can see the bar plummet.

Anyway, if you ever manage to find the disk, you still have to locate your helicopter to make good your escape.

Saboteur has nice big, well animated sprites, a modicum of colour and gameplay which is 384% more absorbing than a J-Cloth.

Re-release/Original score 9

Beach Buggy Simulator

Silverbird/£1.99

Now... This is more like it. A FAST right to left scrolling race game against the clock. It's *ATV Simulator* meets *Mask II*.

You find yourself in a particular un-beach buggyish looking beach buggy in this viewed from the side, monochrome(ish), horizontal scroller. The object of the game is quite simple, insofar as you have to drive as fast as you can between A and B ('A' being the start line and 'B' being the finish line), before the timer ticks down to zero. Make it in time,

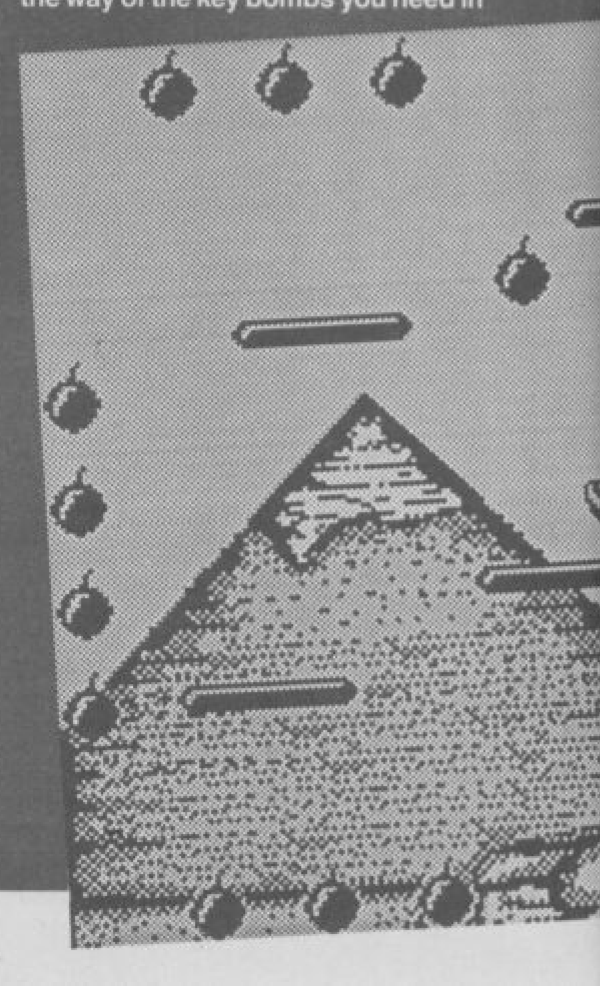
Bomb Jack

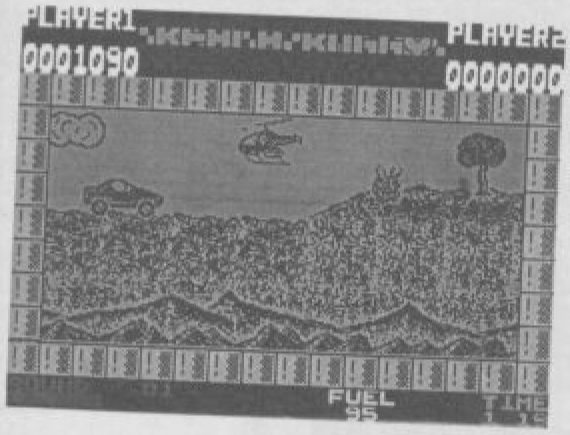
Encore/£1.99

If you haven't got this already then you're in for a birrova treat. It's a coin-op conversion (and it shows) of a platform/collect objects/avoid contact with the nasties game.

You control a small mouse who's wearing a sort of Superman costume. The first screen pops up revealing several small platforms and numerous circular bombs. The idea is to leap around the screen collecting these bombs (by contact) as you go. One of the on-screen bombs is always alight (its fuse sort of glows), and is worth more points than the others. You don't *have* to get it first, but if you do then another bomb lights up. And so on.

Things aren't as easy as that, though, cos there are numerous nasties who's sole aim is to help you pop your clogs. Any contact is fatal. They often get in the way of the key bombs you need in





and you get promoted to the next level. Fail and you, erm, don't!

Now it's time to tell you about the things that try to stop you. Yes, I'm terribly sorry, but this game isn't just a 'stroll in the woods'.

The terrain is extremely hilly, and it's a case of up, down, up, down as you fly off the crests. Scattered about on the ground are boulders and small flickering bonfire thingies, and these have to be jumped over. Lucky then, isn't it, that your buggy's got a 'hop' mode. Zooom zoom zooom, hop, hop, zoom. Zoom zoom zoom, hop, zoom (complacency starts to set in) hop, zoom BLAMMO!!! Yaaaarrgh, what was that? Oh no, you get attacked by helicopters. Ah well, looks like that front bumper-mounted cannon might come in very handy after all. Zoom zoom, hop hop (helicopter approaches) bang, bang, bang. Ha ha, gottim.

The action in *Beach Buggy Simulator* can only be described as simple and frenetic. The scrolling is super-fast and the graphics are fine. Very addictive, and for the price . . . well, it's a steal chums.

order to clear the screen, and while you're waiting for them to get out of the way you'll find yourself becoming surrounded by others. Yikes! Leap about a bit.

Fortunately a saviour is at hand in the shape of icons that float down out of the sky every so often. There are several types, but the most useful has got to be the one that puts your adversaries to sleep (for a limited time) enabling you to get at the more inaccessible bombs.

Clear a screen and it's onto the next. Newly positioned platforms and bombs all set on a brilliant backdrop. Oh, I forgot to tell you about the backdrops. They're, eerrrmm, brilliant.

The speed at which the game plays is brillo too, as is the animation. This really is a game that'll have you coming back for more (and more and more and more). Classic stuff.

Re-release/Original score 9



Contact Sam Cruise

Summit/£2.99

This is a viewed side-on arcade adventure with a humourous feel. You play, obviously, Sam Cruise, and at start of play receive a telephone call asking you to meet a woman in a hotel. You move Sam around using up, down, left, right controls, which enable him to walk the street, enter doors, climb stairs etc. Your view is always that of outside the street — when Sam enters a building he disappears from view, and you can only see him as he passes windows. Icons at the bottom of the screen will tell you what objects are in your immediate vicinity, and you can inter-react by pressing various keys on the keyboard.



This is quite an absorbing, atmospheric little game which is nice to look at — and pretty hard too.

Re-release/Original score 9

Eliminator

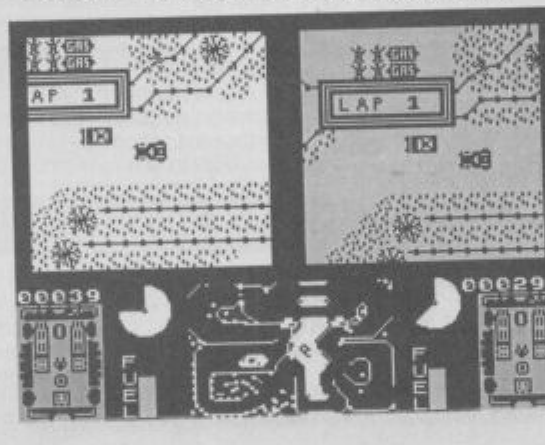
Alternative Software/£1.99

A right to left scroller, *is Eliminator*. You control a little spaceship as the scenery and nasties come towards you. The attack waves of the aliens (bubbles in level one) move around in a manner reminiscent of *Zynaps*, but there the similarity ends. The graphics are monochrome and not fantastically detailed, but they're quite pleasant on the retina nonetheless. 'A competent and mildly addictive shoot 'em up' is how I'd describe this one. Fairly average stuff, really.

Battlecars

Summit/£2.99

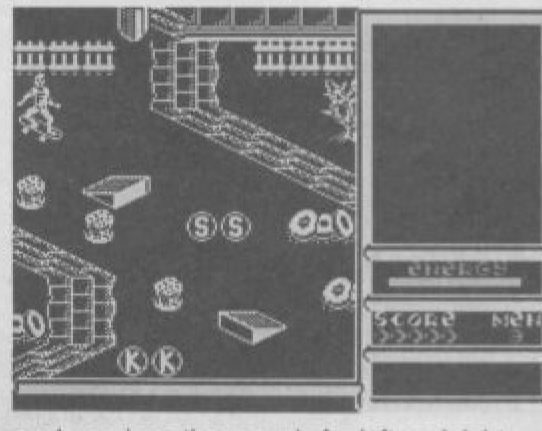
I couldn't believe it when this game had loaded in. I pressed break by accident and was in a program listing. That's right folks — *Battlecars* has been written in Basic. It's a two player racing game viewed from above (two fairly small windows) and the graphics are awful (Udg). Much more than that I cannot tell you, cos the horrid thing kept crashing on me, a note to the Author: "Learn machine code — it's much easier in the long run".



Skateboard Kidz

Silverbird/£1.99

A budget-version of *Skate Crazy* (except you're on a skateboard). Using one key to push, and another couple for left and right you have to roll about the course (upward scroller) avoiding the obstacles and jumping ramps. On the far side of each ramp is a letter which can be collected by clearing them in the air. First an 'S', then a 'K', you have to make up the word skateboard — then you're ready to proceed to the next level.



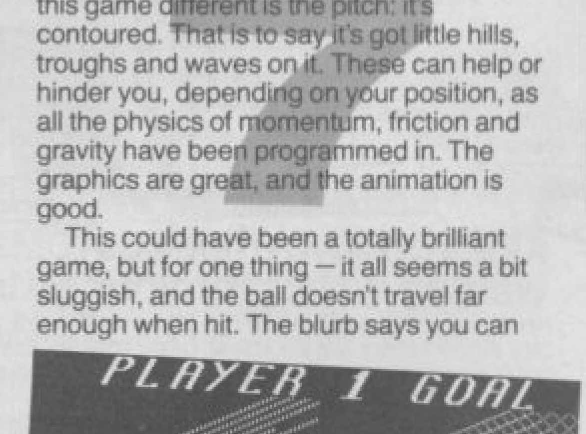
It's a monochrome bash, and the graphics are a fair size, but the layout looks untidy and the action is too slow and messy. There's music and sp(mmm)eech synthesis on the special 128K version, but that doesn't help when a game is un-enhancable.

Vectorball

MAD/£2.99

This is a 'futuristic sports simulation' in the same vein as *Xeno*. It's one to one (either a computer or another human opponent) as you each take it in turns trying to knock the ball into your adversary's goal. What makes this game different is the pitch: it's contoured. That is to say it's got little hills, troughs and waves on it. These can help or hinder you, depending on your position, as all the physics of momentum, friction and gravity have been programmed in. The graphics are great, and the animation is good.

This could have been a totally brilliant game, but for one thing — it all seems a bit sluggish, and the ball doesn't travel far enough when hit. The blurb says you can muck around with the friction levels and things, but you couldn't on my copy. If *Vectorball* had the playability of *Xeno* it would be fab. As it is it's, eer, sort of alrightish.



PROGRAM PITSTOP

Swallow your tutti-fruttis! Forget your be-bop-alulas! Throw away your do-wah-diddies! Why? Cuz *Dave McCandless* is here with a symphonic SOUND AND MUSIC SPECIAL!



Music is the spice of life, they say (who ever they might be) so why shouldn't music be the cinammon of computers as well? Sound and music certainly add a herb or two to the atmosphere and the general satisfaction of the game — just muffle the speaker with an old sock while playing to see what I mean. And now in the advent of the 128K Speccy with its crinkly sound chip, the beepy trills of the original Speccy have become almost redundant. I say 'almost' because despite the unwieldiness of the 48K speaker, programmers have made it possible to invoke white-noise, pseudo three channel music and even drum beats in the aged instrument. But on the 128 making sounds is altogether easier but still fraught with subtle difficulties. A complex range of decisions is at your fingertips — you must decide which of thirty two different white noise pitches is best, consider whether to use tone or white-noise or both, think about the 2048 different tone pitches and then choose one of the fifteen volumes to play it at... Complicated.

So this is where **Simon Owen** (he of *Sprite Designer* fame) steps in. With his FX Generator you can reduce the complexities and numbers involved into more palatable and readable graphs and wave-forms. And further more, you can use any sound you design in your own programs.

SOUND FX GENERATOR

by Simon Owen

Method

The same old routine. Using the Hex Loader program, type in the first program (the massive one) entitled *'Effects'*, which is 2143 bytes long and begins at 55000. Afterwards, quit the Hex Loader by pressing the 's' key, and then save the precious code with SAVE *'Effects'* CODE 55000, 2143. The second program, called *'PLAY'*, is not essential but should you wish to use it follow the same method as above and then use: SAVE "PLAY" CODE 65000,222. Then when you feel a surge of inspiration type RANDOMIZE USR 55000 to enter...

The Generator

This is the main part of the program where your vociferations and noisy desires can have free reign. The screen shot in this section will indicate to you the what-means-what and the that-means-that. Use the following keys to create your cacophony:

Key Effect

Key	Effect
Q	Pitch value down
A	Pitch value up
O	Down one note
P	Up one note
N	Volume down one
M	Volume up one
SP	Play all 256 notes
CPS	Auto play ON
SS	Auto play OFF
T	Change to white noise
Y	Change to tone
8	Reset all values
V	Reset all volumes to 15
B	Set volume to 0
1	Exit to Basic
L	Load saved file
K	Save file: move cursor to end of effect then press 'K'
C	Repeat copy: move cursor to last note in unit then press 'C'

Hints 'n' Chips

Here are a few pointers from the programmer for you to note:

— Type the program in
— Concentrate your design on patterns. If it looks smooth and streamlined then it'll probably sound that way.
— For a 'rest' or pause use pitch 0 — it's too high to be heard.
WARNING: take all dogs out of the room.
— Experiment with the 'repeat copy' option for excellent effects.
And once you've designed your zappy noise, SAVE it, and then load in...

The Play Program

Assuming that you've entered this program and have it on tape, then load it with CLEAR 64999: LOAD""CODE. Once you've done that, load in your saved sound data with LOAD""CODE a, where a equals the address you want the data at. Say, for arguments sake, you want the data at 32768, you would type: LOAD""CODE 32768
and then use:
POKE 65004, 32768-256*INT (32768/256)
POKE 65005, INT (32768/256)
RANDOMIZE USR 65000
If you want to play the effect note by note, do the above and then use:
POKE 65006,255
POKE 65007,0
RANDOMIZE USR 65002
Now, every time you call the routine it will play the next note in the sequence. This is especially useful when you want to do other things like scan the keyboard or have a cup of tea while you're playing the sound.

The Big Bit

Yes, this big bit's guaranteed to give you double vision and chronic hexaphobia, but it's worth it so do it!

```
55000 3A 35 DC A7 3E FF 32 35 =918
55008 DC 20 09 CD 24 D9 CD 16 =946
55016 D9 CD EC D0 1E 00 16 D0 =1134
55024 CD 04 D9 1E 07 16 3E CD =800
55032 04 D9 1E 00 16 0F CD 04 =761
55040 D9 CD E9 DE CD 77 DC 3E =1483
55048 02 CD 01 16 21 36 DC CD =742
55056 92 D9 06 C8 76 C5 CD 10 =1105
55064 DE C1 10 F8 01 FD FF 1E =1218
55072 07 16 3F CD 04 D9 CD 77 =970
55080 DC CD FA D0 18 0A AF 32 =1150
55088 BE D9 21 0E DE CD 92 D9 =1324
55096 AF D3 FE CD 27 DF AF F5 =1527
55104 CD 3D D0 F1 3C 20 F8 21 =1096
55112 A5 DE CD 92 D9 F8 CD 92 =1557
55120 DC CD 30 DE CD 0F D9 3E =1322
55128 67 32 19 58 32 39 58 CD =666
55136 28 DA 3E 7F D8 FE 0F D4 =1147
55144 35 D9 3E F7 D8 FE 0F D2 =1277
55152 7D D8 F8 76 F3 3E DF D8 =1460
55160 FE E6 01 CC 1E DA 3E DF =1222
55168 D8 FE E6 02 CC 24 DA 3E =1225
55176 F8 D8 FE E6 01 CC 56 DA =1463
55184 3E BF D8 FE E6 04 CC 06 =1170
55192 DD 3E BF D8 FE E6 02 CC =1383
55200 6C DD 3E FE D8 FE E6 10 =1364
55208 CC 18 DA 3E FE D8 FE 0F =1250
55216 D4 07 D8 3E 7F D8 FE E6 =1330
55224 02 CC 0E D8 3E EF D8 FE =1213
55232 E6 04 CC DD DE 3E 7F D8 =1289
```

```
55240 FE E6 10 CC 00 DF 3E FE =1254
55248 DB FE E6 08 CA BC DE 3E =1385
55256 7F DB FE E6 08 CC E6 DA =1490
55264 3E 7F DB FE E6 04 CC F3 =1343
55272 DA 3E FB DB FE E6 10 CC =1454
55280 38 DB 3E DF DB FE E6 10 =1282
55288 CC 4A DB FB 76 F3 3E FD =1424
55296 DB FE E6 01 CC 65 DA 3E =1289
55304 FB DB FE E6 02 CC 85 DA =1511
55312 3E FD DB FE E6 02 CC 98 =1379
55320 DA 3E FB DB FE E6 04 CC =1442
55328 B9 DA 3E FD DB FE E6 04 =1425
55336 CC CF DA CD DB DC 3A 58 =1416
55344 DB A7 F5 C4 15 DB F1 CC =1512
55352 80 D9 C3 62 D7 F5 CD 9A =1457
55360 DB F1 21 61 EA F5 11 04 =1087
55368 00 47 A7 28 03 19 10 FD =575
55376 5E 23 56 06 04 CB 1A CB =657
55384 1B 10 FA 3E 80 93 5F F1 =966
55392 F5 E6 F8 4F F1 E6 07 47 =1351
55400 04 3E 01 0F 10 FD 06 00 =357
55408 57 78 A7 C0 7A C5 F5 CD =1346
55416 AA 22 F1 F5 B6 77 F1 C1 =1425
55424 04 1D 20 F1 2F 57 78 FE =814
55432 08 C8 7A C5 F5 CD AA 22 =1301
55440 F1 F5 A6 77 F1 C1 04 1D =1233
55448 EC C9 F5 F5 47 11 04 00 =1019
55456 21 63 EA A7 28 03 19 10 =617
55464 FD 5E F1 F5 E6 F8 4F F1 =1631
55472 E6 07 47 04 3E 01 0F 10 =486
55480 FD 06 00 57 78 A7 7A 28 =790
55488 11 C5 F5 3E 8F CD AC 22 =1123
55496 F1 F5 B6 77 F1 C1 04 1D =1254
55504 20 EF 2F 57 78 FE 10 28 =835
55512 11 7A C5 F5 3E 8F CD AC =1211
55520 22 F1 F5 A6 77 F1 C1 04 =1243
55528 10 EA F1 C9 21 63 EA 11 =1083
55536 04 00 06 00 36 0F 19 10 =120
55544 FB C9 21 00 58 11 01 58 =679
55552 01 C0 00 36 47 ED B0 01 =732
55560 00 02 36 4E ED B0 01 3F =611
55568 00 36 44 ED B0 C9 21 64 =869
55576 EA 11 04 00 06 00 36 3E =377
55584 19 10 FB C9 21 61 EA 11 =874
55592 03 00 06 00 36 00 23 36 =152
55600 00 19 10 FB C9 21 61 EA =854
55608 3A 8E D9 F5 06 00 C5 1E =895
55616 00 56 23 CD 84 D9 1E 01 =706
55624 56 23 CD 84 D9 1E 00 56 =799
55632 23 CD 84 D9 E5 7E FE 3E =1260
55640 F5 CC 59 DB F1 C4 5F DB =1500
55648 E1 23 C1 78 32 8E D9 C5 =1179
55656 D5 E5 CD 28 DA CD DB DC =1544
55664 E1 D1 C1 FB 76 F3 04 20 =1275
55672 C5 F1 32 8E D9 CD 28 DA =1310
55680 1E 07 16 3F 01 FD FF ED =860
55688 59 06 BF ED 51 C9 00 21 =838
55696 9A D9 7E FE 40 C8 D7 23 =1265
55704 18 F8 16 00 00 14 00 10 =330
55712 00 11 07 13 00 12 00 4E =139
55720 4F 54 45 20 20 20 16 01 =351
55728 00 50 49 54 43 48 20 20 =440
55736 16 02 00 56 4F 4C 55 4D =427
55744 45 20 16 00 0D 57 48 49 =368
55752 54 45 20 4E 4F 49 53 45 =567
55760 16 01 0D 41 55 54 4F 2E =395
55768 20 20 50 4C 41 59 16 04 =400
55776 0D 10 02 11 06 13 01 14 =94
55784 01 7F 20 31 39 38 38 20 =410
55792 53 49 4D 4F 4E 20 4F 57 =580
55800 45 4E 14 00 10 07 11 02 =209
55808 13 01 16 00 07 2F 20 20 =160
55816 20 16 01 07 20 20 20 20 =190
55824 16 02 07 2F 2F 20 20 40 =253
55832 CD EC DB C3 32 D7 21 8E =1292
55840 D9 34 18 04 21 8E D9 35 =742
55848 21 A0 46 11 A1 46 01 1F =543
55856 00 36 00 ED B0 21 A0 46 =730
55864 3A 8E D9 F5 E6 F8 0F 0F =1170
55872 0F 5F 16 00 19 F1 E6 07 =635
55880 47 04 3E 01 0F 10 FD 77 =541
55888 CD DA DB C3 81 DB CD 75 =1587
55896 DA 5E 23 56 7A B3 CB 18 =961
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55904 72 28 73 18 40 CD 75 DA =911
55912 5E 23 56 13 7A FE 08 D0 =826
55920 72 28 73 18 38 3A 8E D9 =772
55928 21 61 EA A7 C8 47 11 04 =823
55936 00 19 10 FD C9 CD 75 DA =1035
55944 5E 23 56 E5 21 0A 00 EB =722
55952 A7 ED 52 EB E1 D8 72 28 =1319
55960 73 18 15 CD 75 DA 5E 23 =829
55968 56 E5 21 0A 00 EB 19 EB =853
55976 E1 7A FE 08 D0 72 28 73 =1089
55984 CD A8 DB 3A 8E D9 C3 42 =1270
55992 D8 CD 75 DA 5E 23 56 E5 =1200
56000 21 64 00 EB A7 ED 52 EB =1089
56008 E1 D8 72 28 73 18 E1 CD =1167
56016 75 DA 5E 23 56 E5 21 64 =912
56024 00 EB 19 EB E1 7A FE 08 =1104
56032 D0 72 28 73 18 CA CD 75 =1028
56040 DA 23 23 7E 3D FE FF C8 =1184
56048 77 18 08 CD 75 DA 23 23 =764
56056 7E 3C FE 10 C8 77 CD DA =1198
56064 DB 3A 8E D9 C3 9A DB 3E =1263
56072 FF 32 58 DB 18 04 AF 32 =865
56080 58 DB C3 30 DE CD 75 DA =1312
56088 1E 00 56 23 CD 84 D9 1E =735
56096 01 56 23 CD 84 D9 1E 08 =714
56104 56 23 CD 84 D9 7E FE 3E =1117
56112 F5 CC 59 DB F1 E5 C4 5F =1518
56120 DB E1 C9 CD 75 DA 23 23 =1255
56128 23 36 37 CD C7 DC 2F B6 =997
56136 77 C9 CD 75 DA 23 23 23 =965
56144 36 3E CD C7 DC A6 77 C9 =1226
56152 FF 1E 07 56 C3 84 D9 28 =965
56160 28 28 5E 23 56 23 23 06 =377
56168 06 CB 1A CB 1B A7 10 F9 =897
56176 53 1E 06 CD 84 D9 1E 07 =710
56184 16 37 C3 84 D9 FB C3 88 =1195
56192 D9 3A 8E D9 6F 26 00 CD =980
56200 F5 DB 79 D9 21 08 40 CD =1112
56208 1E DC D9 7A D9 21 09 40 =912
56216 CD 1E DC D9 7B D9 21 0A =1055
56224 40 CD 1E DC 21 58 27 D9 =896
56232 CD 75 DA 5E 23 56 EB CD =1195
56240 F5 DB 78 D9 21 27 40 CD =1142
56248 1E DC D9 79 D9 21 28 40 =942
56256 CD 1E DC D9 7A D9 21 29 =1085
56264 40 CD 1E DC D9 7B D9 21 =1109
56272 2A 40 CD 1E DC 21 58 27 =721
56280 D9 C9 CD 75 DA 23 23 6E =1138
56288 26 00 CD F5 DB D5 7A 21 =1075
56296 49 40 CD 1E DC D1 7B 21 =957
56304 4A 40 C3 1E DC 01 00 00 =584
56312 11 00 00 D5 11 E8 03 05 =487
56320 04 A7 ED 52 30 FA 19 11 =830
56328 64 00 0D 0C A7 ED 52 30 =659
56336 FA 19 D1 15 7D 14 D6 0A =874
56344 30 FB C6 0A 5F C9 E5 3C =1092
56352 6F 26 00 29 29 29 11 78 =409
56360 3D 19 D1 EB 06 08 1A 77 =689
56368 24 13 10 FA C9 00 10 07 =545
56376 11 02 13 01 16 01 04 27 =185
56384 2A 46 58 27 20 20 20 57 =435
56392 52 49 54 54 45 4E 20 46 =572
56400 4F 52 20 11 02 10 07 12 =253
56408 01 59 14 01 53 14 00 12 =232
56416 00 11 00 10 07 16 05 08 =75
56424 42 59 20 53 49 4D 4F 4E =577
56432 20 4F 57 45 4E 21 40 21 =475
56440 00 40 11 01 40 01 00 18 =171
56448 36 00 ED B0 11 01 58 01 =574
56456 FF 02 36 07 ED B0 AF D3 =1117
56464 FE C9 21 A0 44 11 A1 44 =962
56472 01 1F 00 36 00 ED B0 21 =532
56480 61 EA 3A 8E D9 F5 06 00 =999
56488 78 32 8E D9 C5 CD 75 DA =1266
56496 23 23 23 CB 5E CC C0 DC =1018
56504 C1 10 ED F1 32 8E D9 C9 =1297
56512 CD C7 DC 2F B6 77 C9 3A =1231
56520 8E D9 4F 06 03 CD AA 22 =984
56528 47 04 3E FE 0F 10 FD C9 =876
56536 CD 75 DA 23 23 23 CB 46 =918
56544 20 05 21 FE DC 18 03 21 =684
56552 F6 DC 11 19 40 06 08 7E =712
56560 12 23 14 10 FA C9 00 01 =541
```

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56568 03 06 0C D8 78 20 00 C3 =784
56576 E7 7E 10 3C E7 C3 3A 8E =1067
56584 D9 32 60 EA 6F 26 00 29 =787
56592 29 11 04 00 19 ED 13 ED =578
56600 53 55 DD DD 21 60 EA DD =1194
56608 E5 D5 21 77 DE CD 92 D9 =1384
56616 DD 21 4A DD 11 11 00 AF =758
56624 CD 43 DD 21 77 DE CD 92 =1218
56632 D9 06 14 76 10 FD D1 DD =1060
56640 E1 3E FF 37 CD C6 04 C3 =1199
56648 FE DD 03 2A 46 58 20 46 =780
56656 49 4C 45 2E 20 00 00 61 =393
56664 EA 00 00 00 00 00 00 00 =234
56672 00 00 00 00 00 00 00 00 =0
56680 00 00 00 00 21 45 DE CD =529
56688 92 D9 DD 21 58 DD 11 11 =963
56696 00 AF CD F0 DD 3E 7F DB =1249
56704 FE 0F 30 7A 3A 5C DD FE =1064
56712 2A 20 E7 3A 60 DD FE 46 =1004
56720 20 E0 21 60 DE CD 92 D9 =1175
56728 DD 21 60 EA ED 5B 66 DD =1235
56736 3E FF CD F0 DD 30 CB AF =1409
56744 D3 FE 3A 60 EA 6F 29 29 =1046
56752 11 61 EA 19 E5 11 61 EE =954
56760 EB A7 ED 52 E5 C1 E1 79 =1489
56768 E6 FC 4F CB 18 CB 19 CB =1219
56776 18 CB 19 36 00 23 36 00 =395
56784 23 36 00 23 36 3E 23 0B =286
56792 78 B1 20 EF 06 19 76 10 =733
56800 FD C3 2E D7 21 A5 DE CD =1334
56808 92 D9 06 19 76 10 FD C9 =982
56816 37 14 00 15 F3 3E 00 D3 =628
56824 FE CD 62 05 FB C9 FB AF =1440
56832 D3 FE 21 A5 DE CD 92 D9 =1453
56840 3E 7F DB FE 0F 30 F9 C9 =1175
56848 21 2F DE 34 7E E6 07 F5 =962
56856 07 1E 01 57 CD 84 D9 F1 =920
56864 21 A0 58 06 20 77 3C E6 =728
56872 07 CB F7 23 10 F7 C9 00 =956
56880 11 39 40 3A 58 DB A7 28 =710
56888 06 21 F6 DC C3 ED DC 21 =1190
56896 FE DC C3 ED DC 10 02 11 =1161
56904 06 12 01 13 01 16 02 0D =82
56912 53 45 41 52 43 48 49 4E =589
56920 47 2E 2E 12 00 13 00 40 =264
56928 10 00 11 07 12 01 13 01 =79
56936 16 02 0D 20 2A 4C 4F 41 =331
56944 44 49 4E 47 2A 20 40 10 =444
56952 00 11 07 12 01 13 01 16 =85
56960 02 0D 20 2A 53 41 56 49 =396
56968 4E 47 21 2A 20 40 10 00 =336
56976 11 07 12 01 13 01 16 02 =87
56984 0D 20 2A 44 52 41 57 49 =462
56992 4E 47 2A 20 40 10 07 11 =327
57000 00 12 00 13 00 16 02 0D =74
57008 20 20 20 20 20 20 20 20 =256
57016 20 20 20 40 3A 8E D9 3C =637
57024 6F 26 00 29 29 11 61 EA =579
57032 E5 C1 19 EB 21 61 EA E5 =1275
57040 C5 ED B0 C1 E1 7A FE EF =1643
57048 38 F5 C3 2E D7 CD EC DB =1414
57056 CD 24 D9 CD 16 D9 C3 2E =1143
57064 D7 21 F0 D9 CD F2 DE 21 =1407
57072 68 DC EB 21 01 DF 06 0A =835
57080 7E E6 7F 12 23 13 10 F8 =819
57088 C9 D3 C9 CD CF CE A0 CF =1598
57096 D7 C5 CE 3A 8E D9 F5 F5 =1525
57104 CD 75 DA 23 23 36 00 F1 =905
57112 3C 28 05 32 8E D9 18 EF =777
57120 F1 32 8E D9 C3 32 D7 21 =1143
57128 62 EA 11 04 00 06 00 7E =485
57136 E6 07 77 19 10 F9 C9 00 =847
STOP
```

Smaller Bit

This is the play program, not so severe as the last one but still fairly large.

```
65008 2A EC FD 23 06 00 C5 1E =799
65016 00 56 23 CD 2F FE 1E 01 =658
65024 56 23 CD 2F FE 1E 00 56 =751
65032 23 CD 2F FE E5 7E FE 3E =1212
65040 F5 CC A0 FE F1 C4 75 FE =1684
65048 E1 23 C1 F8 76 F3 04 78 =1189
65056 E5 2A EC FD 8E E1 20 CE =1413
65064 F8 1E 07 CD 88 FE 57 01 =1019
65072 FD FF ED 59 06 8F ED 51 =1349
65080 C9 3A EE FD A7 C8 3A EF =1414
65088 FD F5 CD 51 FE F1 3C 2A =1381
65096 EC FD 8E 20 56 32 EF FD =1347
65104 C9 CD 97 FE 1E 00 56 23 =962
65112 CD 2F FE 1E 01 56 23 CD =863
65120 2F FE 1E 00 56 23 CD 2F =712
65128 FE 7E FE 3E F5 CC A0 FE =1572
65136 F1 C4 75 FE C9 28 28 28 =1138
65144 5E 23 56 23 23 06 06 CB =580
65152 1A CB 18 A7 10 F9 53 1E =881
65160 06 CD 2F FE 1E 07 CD 88 =938
65168 FE E6 37 57 C3 2F FE 6F =1233
65176 26 00 29 29 ED 58 EC FD =937
65184 13 19 C9 AF 32 EE FD 32 =1811
65192 EF FD C3 29 FE CD 88 FE =1625
65200 E6 3E 1E 07 57 C3 2F FE =912
65208 01 FD FF 3E 07 ED 79 ED =1173
65216 78 E6 3F F6 09 C9 00 00 =869
STOP
```

The Hex Loader

```
   1 REM General Hex Loader
   2 POKE 23658,8
   3 INPUT "Start Address ";star
t
   4 POKE USR "a",INT (start/256
): POKE USR "a"+1,start-256*INT
(start/256)
   5 CLEAR start-1
   6 LET start=256*PEEK USR "a"+
PEEK (USR "a"+1)
   7 INPUT "Length ";length
   8 INPUT "File Name ";f$
  10 FOR i=start TO start+length
 STEP 8
  20 LET cs=0
  30 PRINT AT 0,0;"Address ";i
  40 INPUT "Hex 8 Bytes", LINE a
$
  60 IF LEN a$<>16 THEN  GO TO 1
000
  80 LET f=0: FOR j=1 TO 16
  90 IF (a$(j)<"0" OR a$(j)>"9")
 AND (a$(j)<"A" OR a$(j)>"F") TH
EN  LET f=1
 100 NEXT j
 105 IF f=1 THEN  GO TO 1000
 110 FOR n=0 TO 7
 120 LET y=CODE a$(1)-48: IF y>9
 THEN  LET y=y-7
 130 LET z=CODE a$(2)-48: IF z>9
 THEN  LET z=z-7
 140 LET va=16*y+z
 150 LET cs=cs+va
 160 POKE i+n,va
 165 PRINT AT 2,n*3;a$( TO 2)
 170 LET a$=a$(3 TO )
 180 NEXT n
 183 INPUT "Checksum "; LINE a$
 184 PRINT AT 2,25;a$
 185 IF VAL a$<>cs THEN  GO TO 1
000
 187 CLS
 190 NEXT i
 200 CLS : PRINT "SAVE CODE AFTE
R BASIC LOADER."'''"REMOVE EAR LE
AD"
 210 SAVE f$CODE start,length
 220 CLS : PRINT "VERIFYING"
```

SOUND TO LIGHT

by Graham Mason

The theory of converting sound to light is a dubious one. Turning a sensation caused in the ear by the vibration of the surrounding air into a natural agent that stimulates the sense of sight, is certainly a concept difficult to conceive. Well, it is for me anyway. But, there again, 'difficult' is only a word and the Speccy is a machine that doesn't want to know its own limitations; and so, using **Graham Mason's** program, the dubious can become certain and you can have sound to light.

What the hell am I waffling about? Just type in this routine and you'll see what I mean.

Method

Simply, use the Hex Loader to type in the block of hex and then save it with SAVE "s-to-1"CODE 64400,200. And remember, before you load it always use CLEAR 643999 first. RANDOMIZE USR 64400 will execute it.

BZZZZZZZZZTTTT!!

The best results come if you use a Speccy 128 (+2 or +3) when you can hear the sound through the TV. Otherwise, if you use the 48K, then disconnect the Mic plug and pull the Ear play out of the tape recorder slightly, so you can hear the music. Play the music tape and watch the result.

WARNING! Do not attempt to use this program if you suffer from epilepsy or any other related disease.

You can also change the effect the routine produces by POKEing random numbers into FBA6 to FBAF. This affects the way the screen reacts, the fade-out delay, symmetry and speed. Try combinations like 1,2,1,254 and 3,2,3,254 for screen rotation and so on. Experiment to find the effect you want.

Machine Code

This is the code for the routine. Use the Hex Loader (from FX Generator to use it).

```
64400 F3 31 A3 FB AF D3 FE 21 =1379
64408 00 40 54 5D 1C 01 FF 1A =551
64416 75 ED B0 CD F8 FB 00 00 =1226
64424 00 00 00 20 0F 0D 0F 11 =100
64432 06 00 1E 7F 78 DB FE 4F =838
64440 05 28 08 78 DB FE A9 CB =1021
64448 77 28 F5 78 FE 00 C9 FE =1233
64456 04 D8 FE 1C D0 D6 04 26 =966
64464 00 CB 27 CB 14 CB 27 CB =910
64472 14 CB 27 CB 14 CB 27 CB =930
64480 14 CB 27 CB 14 83 6F 3E =709
64488 58 8C 67 3A AA FB 77 C9 =1130
64496 21 00 00 22 A6 FB 22 A8 =686
64504 FB CD 80 FB 28 48 CB 3F =1261
64512 CB 3F CB 3F CB 3F 21 CE =1037
64520 FC ED 48 A6 FB 09 77 CD =1314
64528 80 FB 28 32 CB 3F CB 3F =1049
64536 CB 3F CB 3F 21 CE FD ED =1261
64544 48 A6 FB 09 77 3A A8 FB =1100
64552 C6 08 E6 38 32 A8 FB 32 =1014
64560 AA FB CD 5F FC 0C ED 43 =1289
64568 A6 FB 3A A8 FB C6 28 4F =1283
64576 3A A6 FB 09 28 83 3A A8 =1097
64584 FB 4F 3A A6 FB B9 28 A9 =1199
64592 AF 32 AA FB CD 5F FC 0C =1210
64600 ED 43 A8 FB C3 F9 FB 21 =1451
64608 CE FC 09 7E 32 AC FB 5F =1161
64616 3E 1E 93 32 AE FB 21 CE =953
64624 FD 09 7E 32 AD FB 5F 3E =1019
64632 1E 93 32 AF FB 3A AC FB =1134
64640 5F 3A AD FB CD C7 FB 3A =1290
64648 AE FB 5F 3A AD FB CD C7 =1486
```

```
64656 FB 3A AC FB 5F 3A AF FB =1311
64664 CD C7 FB 3A AE FB 5F 3A =1291
64672 AF FB CD C7 FB 3A AD FB =1563
64680 5F 3A AC FB CD C7 FB 3A =1289
64688 AF FB 5F 3A AC FB CD C7 =1406
64696 FB 3A AD FB 5F 3A AE FB =1311
64704 CD C7 FB 3A AF FB 5F 3A =1292
64712 AE FB CD C7 FB C9 06 06 =1293
64720 09 00 0E 0A 0E 09 0C 0F =91
64728 05 02 0F 0F 0F 0D 0F 0F =95
64736 0F 0E 09 0F 00 0E 0E 0F =107
64744 0F 0E 0F 0F 0E 0D 0F 0A =109
64752 00 0F 00 0E 02 05 0C 09 =79
64760 0F 0F 0A 0F 0D 0E 04 08 =103
64768 0E 0E 0E 0D 0C 0F 0C 0E =108
64776 0F 0E 0C 09 0A 0F 0F 0F =105
64784 0E 04 0E 0E 0E 0D 0E 05 =92
64792 0C 0E 0D 0F 0E 0E 0F 0F =112
64800 0F 07 0E 08 0F 0E 06 01 =80
64808 0D 0D 0D 0F 0B 0E 0E 0C =105
64816 0A 0D 0E 0E 00 0F 0E 0E =102
64824 0C 0F 0F 0D 0F 0D 0C 0F =110
64832 01 0D 08 0F 0F 0A 09 0E =88
64840 0D 0A 0E 0A 0E 08 0F 0A =97
```

```
64848 0F 0E 0F 0C 0F 07 0D 0A =101
64856 09 09 04 0E 07 08 05 04 =60
64864 03 0F 09 0F 0E 07 0D 00 =84
64872 00 0D 00 03 06 00 0F 0E =72
64880 0E 0E 0F 09 0F 0F 0F 0C =109
64888 0F 0E 0F 0F 0A 0E 0A 08 =104
64896 08 0D 03 08 0F 0D 0E 0C =92
64904 04 09 0C 0F 0F 09 08 06 =78
64912 0D 00 00 02 05 0A 00 0D =59
64920 08 07 06 00 0F 00 0F 0C =63
64928 07 03 0F 0D 0B 0E 09 0C =84
64936 05 0C 0A 0F 0C 08 0F 08 =88
64944 0A 0F 0C 0F 0E 0E 0F 0E =109
64952 0C 0F 0F 0E 0D 0F 00 07 =99
64960 0D 0A 0C 0F 0E 05 08 0F =92
64968 0F 06 0F 03 0F 0C 0F 0F =96
64976 0F 0F 0F 0F 0D 0D 0F 0F =116
64984 0F 0D 0D 0F 0E 0F 0F 0F =115
64992 0D 0F 0F 0F 0D 0F 0F 0F =116
65000 0F 0F 0F 0F 0E 0E 08 0F =111
65008 0F 0F 0E 0F 0F 0F 0F 0F =119
65016 0E 0F 0F 05 0F 0F 0F 0F =109
65024 0F 08 0F 0F 0F 0E 0F 0F =115
65032 0D 0F 0F 0F 0F 0A 0C 0F =110
```

```
65040 0C 0F 0A 0E 0F 0F 0C 0F =108
65048 0F 0D 0F 0D 0F 0F 0F 0F =116
65056 0F 0F 0C 0F 0E 0F 0F 0D =114
65064 0A 0F 0C 0C 0F 0D 0F 0E =106
65072 0F 0F 0F 0F 0F 0F 0F 0F =120
65080 0F 0F 0F 0F 0F 0F 0F 07 =112
65088 0F 0F 0F 07 07 0F 0F 0F =104
65096 0F 0E 0F 0E 0F 0F 0F 0F =118
65104 0F 0E 0F 0F 0F 0F 0F 0E =118
65112 0F 0E 0F 0F 0F 0F 0D 0F =117
65120 0F 0F 0E 0F 0F 0F 0F 08 =115
65128 0F 07 0D 0A 01 00 0F 0F =76
65136 0F 0F 0F 0E 0F 0E 0F 0F =118
65144 0F 0F 0C 0F 0D 0F 0C 0F =112
65152 0F 0F 00 0E 0F 0F 0F 0F =115
65160 0F 0F 0F 0C 0F 0C 03 0D =100
65168 0F 0F 0E 0F 0B 0D 0F 0F =113
65176 0F 0F 0E 0F 0F 0F 0E 0E =117
65184 0F 0F 0F 0F 0F 0F 0F 09 =114
65192 0F 0F 0F 0F 0E 0F 0E 0F =118
65200 0F 0F 0C 0E 0F 0F 0A 0F =111
65208 0F 0F 0F 0F 0F 0E 0F 0F =119
65216 0F 0F 0E 0F 0C 08 0F 0F =109
65224 0F 0F 0F 0F 0F 0E 0F 0F =119
```

```
65232 0F 0F 0F 0F 0F 0F 0F 0F =120
65240 0F 0F 0F 0F 0F 0F 0F 0F =120
65248 0F 0F 0F 0F 0F 0F 0F 0F =120
65256 0F 0F 0F 00 0F 0F 0E 00 =97
65264 0F 0F 0D 0F 0D 0F 0F 0F =116
65272 0E 0F 0E 0D 0D 0F 0F 0F =114
65280 0F 0F 0F 0F 0F 0F 0F 0F =120
65288 0F 0F 0D 0E 0D 0E 0F 0F =114
65296 0F 0F 0D 0F 0D 0F 0F 0F =116
65304 0F 0F 0F 0C 0E 0F 0F 0F =116
65312 0F 0F 0F 0E 0F 0E 0D 0F =116
65320 0F 0F 0F 0F 0F 0E 0F 0E =118
65328 0F 0F 0F 0F 0E 0C 0F 0F =116
65336 0F 0F 0F 0F 0F 0F 0F 0D =118
65344 0D 0F 0F 0F 0F 0E 0F 0E =116
65352 0F 0E 0F 0F 0F 0F 0D 0F =117
65360 0E 0F 0F 0F 0F 0F 0F 0F =119
65368 0F 0D 0F 0F 0F 0F 0F 0F =118
65376 0F 0F 0F 0F 0F 0F 0F 0F =120
65384 0F 0F 0F 0F 0F 0F 0E 0E =118
65392 0E 0D 0F 0F 0F 0F 0F 0F =117
65400 0F 0F 0E 0D 0F 01 0F 0F =103
65408 0F 0F 0F 0F 40 40 40 00 =252
STOP
```

ALBUM

by Chris Joseph and Alan Starck

And now finally onto the music part of this special (you were wondering when it would come in weren't you?) A couple of wacky lads by the names of **Chris Joseph** and **Alan Starck** sent me the "totally, completely quite strange and not very normal" album of weiiirrrd songs they have composed on the 128K. Their sense of humour is so strange that they almost . . . almost wrote to Duncan MacDonald (!!!!). Anyway, if you have a 128K machine then simply type in the programms and RUN them. Have fun!

Tuff & Tom

```
   4 LET o=0
   5 CLS : PRINT AT 10,0;"This i
s a story of a deer named Tiffan
y and a cruel hunter, Tom.": PAU
SE 100
  50 LET a$="T240NUX40000W007N9_
9#9_9g)"
  60 LET b$="UX40000W007N9_9#g9_
9a)"
  70 LET c$="(9_9&)3cd6e3d5c1cde
#9#C3b#b6d3e0#5d9_9c9_9#cH"
  80 a$,b$,c$
  85 CLS : PAUSE 100: PRINT AT 1
0,0;"One day Tom starts to hunt
our  Tiff and sell her at the ma
rket.": PAUSE 100
  90 LET c$="(9_9&)3cd6e3d5c1cde
#9#C3b#b6d3e0#5d9_9c9_0#c3dc7g##
3#egd7#C#b5d3gG9_9#E9_9F3dced5g3
g##9#9_9#H"
  99 a$,b$,c$
 100 BORDER 6: PAPER 6: CLS : PA
USE 100: PRINT AT 10,5;"So the h
unt begins...": PAUSE 100
 101 LET a$="UX40000W007N9_9#9_9
g)"
 120 LET c$="O6N11cc#11dcc11gfe1
1#dc11cd#11fee9cc11cc#11dcc11cab
9CC11gef11dccc11ccc9#B3agCba1CC9
C9_9#C9&H"
 130 a$,b$,c$
 200 BORDER 7: PAPER 7: CLS : PA
USE 100:  PRINT AT 10,0;"Tiff de
cides to get some help   from he
r friends to escape the  hunter.
 She calls:": PAUSE 200
 205 CLS : PAUSE 100: PRINT AT 1
0,0;"The two Singing Bird twins,
     Sarah and Samantha (daughte
rs ofSally)": PAUSE 100
 210 LET a$="UX4000W0O6T240(1cde
#cde#cde#9_5g)1ccccddde##dcc9_3
#c"
 220 LET b$="UX4000W007(5gg5gceg
)1eeeg###c5a3e5#e##ad3d"
 230 a$,b$
 255 CLS : PAUSE 100: PRINT AT 1
0,0;"Melanie the Mexican Singing
 Bird": PAUSE 100
 260 LET a$="M21O6T240N5CCEBECb&
AG&&bbDFDbC&AG&&CCEBECb&AG&&GAGF
EDC&a#C&&H"
 270 LET b$="UX2000W0O8N5&3cc5c&
5cc)"
 280 LET c$="O6N8_8_7&5FE&8_8_8&
5FE&8_8_8&5FE&&EFEDCb#a&##b&&"
 290 a$,b$,c$
 300 CLS : PAUSE 100: PRINT AT 1
0,0;"   and jumping Jack Rabbit.
": PAUSE 100
 310 LET a$="(M35NT240NO6N5&c&d&
11#c#c#c5#c7#c5&c&d&11ccc5c7c)H"
 320 LET b$="(O4N7e#5#11####5#
#7##7e##11#e#e#e5#e7#e)"
 330 LET c$="UX2000W0O8N11ccc5cc
&1"
 350 a$,b$,c$
 400 IF o=1 THEN  PAUSE 200: STO
P
 500 CLS : PAUSE 100: PRINT AT 1
0,0;"And so the REAL battle begi
ns...": PAUSE 100
 510 LET a$="M21T150N(5d3dd)(5a3
aa)5d3dd5a3aa5d&a3aaddddde&e&5a&&
&3dddde&g&5a&&3gb5a&&3gg5a&a&a&1
1aaa5f&&&H"
 520 LET b$=""
 525 LET d$="UX2000W0O8N1CCCC3CC
7C)"
 530 LET c$="5&(5#3aa)(5C3EE)5F3
DD5a3##5#&a3DD#afag1abC&5F&&3AGF
FAAGBF&G&5DE3FFCb5#&&3ee5#&C&F&&
&"
 540 a$,b$,c$: a$,d$,c$
 600 BORDER 7: PAPER 7: CLS : PA
USE 100:  PRINT AT 10,0;" Oh no!
 Tom's shooting Tiffany!": PAUSE
 100
 610 FOR a=1 TO 3
 615 PRINT AT 12,0;a
 620 "M8UX5000W0O1N7c"
 630 IF a=1 THEN  "O8T240N1c#cd
"
 640 IF a=2 THEN  FOR b=1 TO 2:
 "O8T240N1c#cd": NEXT b
 650 IF a=3 THEN  FOR b=1 TO 3:
 "O8T240N1c#cd": NEXT b
 660 NEXT a
 675 PRINT AT 12,10;"deadly shot
s!": PAUSE 200
 700 CLS :  PRINT AT 10,0;"That'
s alright. Tom's only shot a rob
ot simulacrum of Tiffany!": PAUS
E 100
 710 LET a$="T240N7cd1gfe#6#3##7
#CC5CD3FDF9CD12cde12eeE7ED6#E3#C
9C5CDEDabCb9_9#e"
 720 LET b$="O6N5&c&d&e11eee5dg#
dda#d6c3g6g3##6##3d7g#g5bc9&C&D&
C3cccc9C"
 730 LET c$="5g&a&3aa5a11aaa5&d&
#&d&d1bCEE5&#&1DGFA5dDD3#CD9c8d1
e###9&cgFF#"
 750 a$,b$,c$
 800 PAUSE 100: CLS : PRINT AT 1
0,0;"Now everything can get back
 to  normal and Tiffany can see
her  friends:": PAUSE 100: LET o
=1: GO TO 205
8999 STOP
9990 SAVE "Tif'n'Tom!" LINE 1
9995 VERIFY ""
```

Purple Doughnut Overture

```
5456 CLS
  35 OVER 0: PLOT 165,137: INK 3
: DRAW 30,30,991
 100 PRINT AT 16,12;"PURPLE";AT
17,11;"DOUGHNUT"
 199 PRINT AT 18,11;"OVERTURE"
 200 FOR a=1 TO 50
 225 BORDER 7
 300 PRINT AT 20,12;"part 1"
 499 PAUSE 50
 500 LET a$="O3UX20000W0N9c#e#g
)"
 510 LET b$="O3N9e###be(#cd)"
 520 LET c$="((9_9&))5&3cc1cccc5
cc8c12cde12gfe11cde11gfe10cde10g
fe5ccc3cc5ccc3cc6c3c5c3cc12gg#11
gg#10gg#10##g10gg#10edc4cde#2cde
#1cdefedccc5&&&1cccc3cc5c9_9_9&9
#FH"
 550 a$,B$,c$
 600 PRINT AT 20,12;"part 2": PA
USE 50
 602 LET a$="O4N12cde12cde11cde1
1cde10cde10cde)"
 625 LET b$="O4N12#e##g12#e##g
11#e##g11#e##g10#e##g10#e##g
)"
 630 LET c$="O7N8_8_5&5ccc12gfe5
c##3###10cde10ggb12###5dd6cgfeda
cb#dg9_5&3cc7c3ee7e5gg5a7b5g8C3C
CC9_9#F9_5&H"
 650 a$,b$,c$
 700 PRINT AT 20,12;"part 3": PA
USE 50
 720 LET a$="UX2000W0N5ccc4c1c)"
 730 LET b$="UX2000W0N9_9&(5eee4
e1e))"
 740 LET c$="O6N(9_9&)5ggg4g1g9g
9_9&3cde5c10cde5e3ee5e10egf5d3dc
5e1dddeeeeggggg5CCCC9_9#F9&5ccCc
ddDC9#b10#bbC10#bbC7_9c9_9_8&5cd
eecdefcdegf###UX3000W3N9_9c9_9e
9_9c9_9#e9_9c9_9cH"
 750 a$,b$,c$
 800 PRINT AT 20,12;"part 4": PA
USE 50
 810 LET a$="((1cccfed)cccfdeccc
8c)1cccBc1EEEBEB_8_8_8C"
 820 LET B$="((1eeeagf)eeeafgeee
8e)1eeeBe1GGGGGG_8_8_8E"
 830 LET c$="T240NM49N(9_9&)5cfe
dcgfgccgbCf7#5#fcc7d5##e#aggabCC
3CCCC5ba8C(5gfeggfeggggfeecg3cde
#5ggfabfeeedcc9_9_8c)9_3cH"
 832 LET d$="O1NUX2000W0N5ccccc3
cc5cc)"
 834 LET e$="O8NUX2000W0N5&c&c&3
cc5cc5&c&c&3cccccc)"
 840 a$,B$: PAUSE 20
 850 c$,d$,e$
 900 PRINT AT 20,12;"part 5";AT
21,0;"      The Doughnut March
   ": PAUSE 50
 910 LET a$="M14UX3000W0O8N5c1cc
cc3cccc)"
 920 LET b$="9_9&5gfeggfeggfgaaC
7C9c8e3ed5ccee9g5C3ba5abCcCegCg8
c9g8cH"
 930 LET c$="O6N9_9&7ce5cd7edc5c
dee7cc5dce3ee9ce5E3de11abC11bbb1
1abC11CCC11cba11CEC11cde11gec11c
cc11Cba11abC5c9C8c"
 940 a$,b$,c$
 999 PAUSE 0: CLS
9989 STOP
9990 LET s$=CHR$ 22+CHR$ 1+CHR$
0+CHR$ 163+CHR$ 222+CHR$ 8+CHR$
34+CHR$ 85+CHR$ 82+CHR$ 69
9999 SAVE s$ LINE 1
```

Haunted House Of Heatherby

```
   1 BORDER 6: PAPER 6: CLS : PR
INT AT 10,0;" THE HAUNTED HOUSE
OF HEATHERBY";AT 12,12;"PART 1";
 PAUSE 200
   5 GO SUB 1000
  10 LET a$="UW0O6N9_9_9_9e9_9_9
_9#e9_9_9_9g9_9_9_9#c12cc#9_9_9_
9e9_9_9_9d9_9_9_9cH"
  20 LET b$="O8NN9ceddfeegedccfg
dc12&&&9gdfegdfecccc#a##&e#c"
  30 LET c$="O7N9_9#9_9g9_9#c9_9
d12CDE9_9_9_9#12FEF9_9_9_9c9_9_9
_9e9#ga12CDF9_9_9_9d9#ee9_9_9_9G
"
  50 a$,b$,c$
  51 BORDER 0: PAPER 0: CLS : PR
INT AT 10,0; INK 7;" THE HAUNTED
 HOUSE OF HEATHERBY";AT 12,12;"P
ART 2";AT 15,0;"and the Lord sai
d to his people:"wherever there
is a dead body, there THE VULTUR
ES will gather."  Luke chapter
17 verse 37": PAUSE 300
  52 GO SUB 1000
  55 LET a$="T240NUX7000W007N7g#
#&ed)"
  56 LET b$="O8N5&b&#a&##&#e)"
  58 LET c$="O6N(9_9&)12ccc12###
12ccc12fed12ccc12bag12ggf12eee5e
eef7gf5egf#7ec5eeef7gf5#gf#7eE(1
0ccc11ccc12ccc5ccc7ccc)9CF5EEE&H
"
  60 a$,b$,c$
 100 BORDER 1: PAPER 1: CLS : PR
INT AT 10,0; INK 7;" THE HAUNTED
 HOUSE OF HEATHERBY";AT 12,12;"P
ART 3";AT 15,0;"         SING A
SONG": PAUSE 200: GO SUB 1000
 110 LET a$="UX7000W0O6N3Cbag5C3
eegagf7##3Cbag5C3eedeee7#e9gfgUW
7N9_9#e"
 120 LET b$="9gfg#e3dggg5g3ggeaa
a7a9gUW7N9_9e"
 130 LET c$="UX7000W007N9gfge9gf
3bagfgfedegfa9_7g"
 150 a$,b$,c$
 200 BORDER 4: PAPER 4: CLS : PR
INT AT 10,0;" THE HAUNTED HOUSE
OF HEATHERBY";AT 12,12;"PART 4";
AT 15,0;"        THE POULTRYGEIST
": PAUSE 200: GO SUB 1000 ;
 210 LET A$="UX10000W007N7#C5b3#
ag)"
 220 LET b$="9_9&5cc7c5ee7e5ce7d
5dd7#e9&4cg#edCF#E5dd7d5cc7_9#c9
#FG2AFa###8_4&5cc7#c5dd7#e5e#ed#
ccccC9#4bc#dgeadfccc9cH"
 230 LET c$="9_9&9_9_9_7&7##9&4&
&&&&&&&9&7&7_9##9&G2FAFAAA8_4&7&
#e&#&9#C4&&&&&&&&&&&&9#cH"
 250 a$,b$,c$
 270 PAUSE 200
 280 STOP
1000 FOR a=0 TO 21
1010 LET z$="
               "
1020 PRINT AT a,0;z$
1030 NEXT a: RETURN
```

Unameable Overture

```
  10 LET a$="O6UX7000W0N6cc3ee)"
  20 LET b$="O4N9_9&(((3g1gg3gg1
gg3gaa)3e1ee3ee1ee3edd)3#1##3##1
##3#0##)"
  30 LET c$="O7N9_9_9_9_9_9_9&5g
C7ba9C1#dgea#ed5CC9C7g1cedfegfe6
30C5CCba3gfed5c#eeec#eeec#ee3#e
d7c9_70cH"
  50 a$,b$,c$
  52 BORDER 3: PAPER 3: CLS : PR
INT AT 10,0;"      THE UNNAMEABLE
 OVERTURE";AT 12,12;"PART 13";AT
 15,0;"THE UNNAMEABLES AND THE W
ARBLIES      BRING ON THEIR ARMI
ES": PAUSE 50
  55 LET a$="T60N7D5D3DD9D"
  57 LET B$="70F50F30F0F90F"
  60 LET C$="7A50A30A0A9A"
  65 LET D$="T60N1DD#EDD#CDDDCDD
DDDDDDDDDC#ED"
  67 LET E$="1F0F0F0F0FFF0FF0FF0
F0F0FFF0FF7F0FG0F0F"
  69 LET F$="1AAA#AAAAAA#A#A#A#A#
A#A#A#AAAAA#A#AAA"
  70 A$,B$,C$: D$,E$,F$
 100 BORDER 0: PAPER 0: CLS : PR
INT AT 10,0; INK 7;"     THE UNN
AMEABLE OVERTURE";AT 12,12;"PART
 14";AT 15,0;"          THE BATT
LE": PAUSE 50
 110 LET A$="UX10000W0O4N5ccddee
e##)"
 120 LET b$="O7N(9_9&)11CCC5C7C1
1CE811CE811CE811CE811CCC5CC3bC5C
C3CC1CCCCCCCC5CC9#C#b8##11##g#b
5CCCCcCc"
 130 LET c$="((9_9&))7cdefgabC5C
C11CDE11CDE9#bH"
 150 a$,b$,c$
 160 LET b$="O7N(9_9&)11cde11cde
11cde11cde9cg11cde11abC11aaa11fd
e5ddd3de5###11######(7ce#e#a)5cC
ccccc11cd##11##0##9#b085bb9_9&H"
 170 LET c$="(9_9_7&)11cde11cde1
1cde11cde5cC#b##11fga11afg11#b##
#e11eee11eee11eee11ggg9gGGA11A#B
B11A#BB11bag11gag5ggg3#g5aa3aa1a
aaa9a"
 180 a$,b$,c$
 200 BORDER 7: PAPER 7: CLS : PR
INT AT 10,0;"       THE UNNAMEABLE
 OVERTURE";AT 12,12;"PART 15";AT
 15,0;"              THE END": PAU
SE 50
 210 LET A$="UX10000W3T60N9cdee9
_9e"
 220 LET b$="UX10000W3N9e##g#g9
_9#g"
 230 LET c$="UX10000W3N9gabb9_9b
"
 250 A$,B$,C$
 260 PAUSE 0
```

HARDWARE

RAGE HARD!

More hard software for *Phil South* to write home about, as he encounters not only a new Basic for the Plus 3 but also a whole new language.

This month, before we get into doing some tricky little hardware things again, I thought we'd cover just one last bit of software. This is a very special disk for the Spectrum Plus 3, which turns your unassuming Speccy into not one but TWO new computers. Included in the package is Locomotive Software's Mallard Basic, a new version of Basic (surprise!), and CP/M Plus, a natty version of Digital Research's CP/M language (Note: Interesting fact that CP/M stands for Control Program for Microcomputers!). Now then, people are always pretending to turn the Spectrum into a so-called 'serious' machine, so how does this obviously technical package look in the light of reality?

Pretty flippin' good actually. Although the idea of turning my nice colourful Plus 3 into a monochrome CP/M machine filled me with dread, it's actually a rinky idea. I can now run programs for the Amstrad PCW and CPC machines on my Spectrum! Which opens up a whole new world of serious computing I can tell you, with a torrent of professional spreadsheeting and databasing programs at my disposal. There's games too, not the sort you'd find on the old Speccy in ordinary circumstances, but games nonetheless.

CP/M PLUS

CP/M is one of the most widely used operating systems in the world, apart from a thing called MS-DOS. If you don't know what an operating system is, then let me explain. An operating system is there in the computer to run programs and organise your data.



There are lots of interesting things you can do, like telling a series of programs to execute one after the other, or telling a file to take its data from another file, or even from another computer down the phone line. Basically, your Spectrum becomes a blank sheet of paper, on which you can write anything you like, or make it become any kind of computer you need. This all sounds pretty heady stuff, but what does it mean in the real world?

Before you run anything in CP/M, you've got to load the CP/M startup disk. You do this by simply slapping the system disk into the internal drive and pressing ENTER, to select the loader option on the Plus 3's starter menu. The operating system loads up automatically and presents you with the standard CP/M prompt:

A›

This tells you that the computer is ready to accept a command in CP/M, and that the current drive is drive A, or the internal drive. Each drive has a number where you assign to logical device names like a: or t: for drive A or Tape. (Notice the trailing colons or ":" symbols. These indicate a logical device name). The same goes for CP/M.

Oh, by the way, I was well wrong about this version of CP/M being in



black and white. You can use all the colours that the Speccy can produce, but only two at a time. The other interesting thing about the screen display is that most CP/M programs run on machines with a 24×80 display. So to help you run other people's programs on your Speccy there are two alternate display modes to try. The first is a 24×51 mode, which prints up the screen in smaller characters, or the 24×80 mode, which gives you the full display in two overlapping slices.

Also included with the disk are some utilities, which perform all kinds of interesting functions for you. Like LANGUAGE, a command which changes the character set to any international language, such as French, German, Danish or Swedish. ST SERIAL allows you to configure the serial port to do anything you like, and before you say it, YES, you can use the system for comms work (Even better than that, Spectre Communications has put a special offer coupon inside for its compatible comms package). There are also ways to define keys to do certain keystrokes for you, which could, for example, save you time in programs like *Wordstar**, where you have to remember a load of control codes to format your documents.

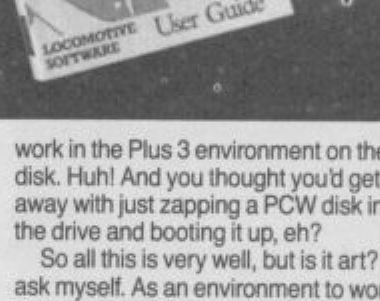
Now then, about running all this interesting software for other computers like the PCW and CPC ranges. Yes, you can run them, but they may not always do what you expect. They might not control the screen and the printer properly, and all kinds of other problems might befall you. So it's advisable to 'install' all software for use on the Plus 3. Don't panic, there is a special installation program which converts programs to work in the Plus 3 environment on the disk. Huh! And you thought you'd get away with just zapping a PCW disk in the drive and booting it up, eh?

So all this is very well, but is it art? I ask myself. As an environment to work in, CP/M Plus is as good as most OSs and as a platform to launch interesting programs onto an unsuspecting world, it has no substitute in the Speccy community.

MALLARD BASIC

Basic is my own preferred language to get things done. Look, I know machine code is fast, and I'm sure that after a while learning C or Pascal I could turn the Speccy on a dime. But I've been programming in Basic for over 10 years now, and I think I'm just starting to become an expert.

Speccy Basic was a good tool for getting the Speccy to show off what a spanky little colour computer it was, but for maths and business



applications you could just forget it. You had to write these types of programs in machine code if you wanted to get the best out of your Speccy.

Until now, you had to look a long way beyond the Spectrum Basic to get sleek, arithmetically fast programs. In short, you were looking at 'serious computers'. (It's that word again!) But it's true. If you wanted to do something in Speccy Basic like, for example, calculate the number of stars above the horizon, plot their positions or draw a starmap, you would be greyer than my dad's dog before the first pixels began picking their weary way onto the screen. But now here's Mallard Basic, a program which runs under CP/M (which is kinda lucky since it appears on the *CP/M Plus* disk) and produces very favourable benchmarked results. Take a look at the comparison using the PCW standard benchmark programs:

	Mallard	Plus 3 Basic
Benchmark 1:	0.76	6.46
Benchmark 2:	2.92	13.2
Benchmark 3:	7.98	24.7
Benchmark 4:	8.23	20.3
Benchmark 5:	8.94	27.5
Benchmark 6:	15.6	68.9
Benchmark 7:	24.8	102.9
Benchmark 8:	28.9	246.9

So, depending on the problem you're setting the computer, it could be running up to five times faster than the same program running on Plus 3 Basic!

The other good feature about Mallard Basic is that it's a disk based interpreter, so it has some features which would not be available if it had to be resident in memory all the time. One of the key advantages of programs written in Mallard Basic, is that unlike Speccy Basic they can be moved across to a range of other computers, with little or no re-writing. This means you can write a program for any computer supporting Microsoft Basic, and it will run almost as it is.

Alright, so the emphasis is on file handling and data processing, but this is it's advantage rather than a minus point. It's fast because it doesn't have any truck with all those pretty colour graphics that S Basic handles soooo easily. For those of you with a home business, you can write your own application programs with ease, and because of some unique facilities of Mallard Basic, allowing you to index data stored in a file, and automatically keep this data in alphabetical order.

And so to bed...

This is a first rate piece of software. I've not seen such a well presented and powerful program for a very long time. The program works flawlessly, and the manual is beautifully laid out and easy to read, giving you access at once to the fabulously complex and powerful facilities the program offers. No wading through yards of dry text. It's roll up your sleeves and get dirty time.

If you're a hacker, like me, and I mean this in the old fashioned sense of the word, you'll love CP/M Plus. And for the asking price, I don't see how anyone who calls himself a serious Spectrum user can refuse. It's worth much more, so snap it up before Locomotive software changes its mind!

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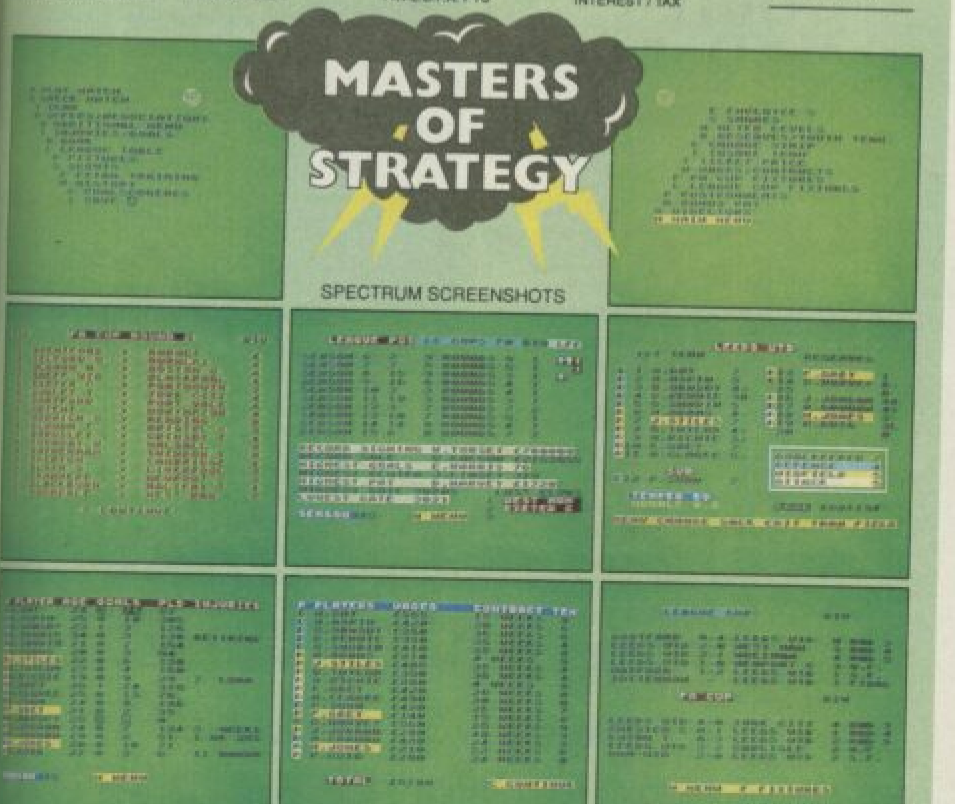
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Kickin' and screamin' we dragged demon button basher Ciarán Brennan away from the coin-op's so he could tell you about the newest, bestest and worstest in the arcades this month.

S·L·O·T·S O·F FUN

Good evening sports fans. It looks as though the boffins that build your favourite coin-ops have finally realised that this is an Olympic year, as all of a sudden there's a rash of sports simulations. It seems as though someone out there has been listening to my call for less violent games — but now I'm sort of sorry that they have. Maybe next month we'll be back to blasting spaceships, but until then it's on with the trainers and into the action . . . and remember it's not whether you win or lose that matters — it's how much you win by!

NEW ZEALAND STORY

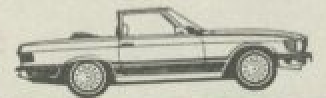


Every month has its cutie, and this month it's Taito's strangely-titled *New Zealand Story* about the kidnapping of a group of cute little chicks (of the feathered variety) by an evil walrus — I kid you not!

Imagine the scene. You're a little fluffy yellow fellow who closely resembles Keith Harris's Orville. You and a group of mates are sitting around outside the zoo, having a smoke and enjoying the sunshine, when a nasty Walrus comes along and puts you all in a bag. You manage to hop out, but the great tusked beast makes off with your mates and it's up to you to get them back.

What this inevitably leads to is an arcade adventure for one or two players. The object is to get from the start of a screen to the exit (marked on a miniature superimposed screen in the bottom left corner) while fighting off cute little enemies who turn into strawberries when they're hit with your amazingly cute bow and arrow.

Other cute events include travelling around on a cute bear's heads and following lots of exceedingly cute arrows which lead to . . . you've guessed it, more cute adventures. All this cuteness is making me sick! Bring back some good old fashioned gook blasting . . .



Convertibility Factor: 6
Cute Kiwi's Ugh!

GOLD MEDALLIST



The first of our Olympic-style multi-event sports sims comes from SNK and allows up to four players to take part in up to nine events. These are the 100 metre dash, the long jump, horizontal bars, freestyle swimming, boxing, discus throwing, the 110 metres hurdles, the high jump and the 400 metres relay.

Each event is controlled by the good old button-bashing system with two sets of three buttons on the cabinet.

The front end isn't too remarkable, but it serves its purpose well, allowing up to four players to enter their names and select a country from a list of eight. The nine events vary slightly in quality, but on the whole they're quite playable and just about difficult enough to keep you bashing those buttons. The graphics are quite realistic and the digitised speech is useful.

The basic game allows a player to take part in two

KONAMI 88

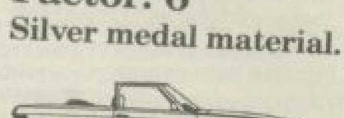
No prizes for guessing who produced this, the second sporty compendium of the month. This is another button-basher along almost exactly the same lines as *Gold Medallist* except that this one has one event less to take part in. The eight events are: 110 metre hurdles, the javelin, the long jump, skeet shooting (clay pigeon shooting to us Europeans), the 400 metre relay, archery, the 100 metre dash and the discus.

Once again the action is controlled by a three button system, with progress depending on the player achieving set qualifying scores. The biggest difference between the two games is that the graphics in this one are slightly superior (varying between head-on shots, side views and views from above the action) and Konami's front end is a little more sophisticated, including an all-action demo of each event

The one major fault which puts Konami's effort into second place is that it's just that little bit too difficult. Despite this, there's actually very little to choose between the two, so the best I can suggest is that you try them both out for yourself.



Convertibility Factor: 6
Silver medal material.



US CHAMPIONSHIP V-BALL

Would you believe it — another sports sim! At least this time we're confined to a single sport (volleyball in case you hadn't guessed).

US Championship V-Ball sticks closely to the rules of volleyball — that is keeping the ball off your side of the court by using any part of your body above the waist. The action takes place in real time, with the two minute time limit allowing enough time for plenty of ball play to be squeezed in without ever becoming boring.

Although volleyball is normally played by teams of six, this version is only two-a-side — which actually adds to the excitement and makes the screen less cluttered. The game can be played by two players (or a single player against the computer) with the big and beautiful sprites controlled by joystick and three buttons. Although this is a little tricky to master, it does allow a huge variety of moves without too much practice.

I think that this one will especially appeal to fans of the game, but it should also attract anyone who likes plenty of speed and action without blasting aliens.



Convertibility Factor: 5
A little too bouncy I'm afraid.



CIARÁNS CORKY COIN OP
THE MAIN EVENT

Donchajestluvit! The sound of flesh thumping canvas, the roar of sweat and the smell of the crowd — all this and more can be found in American pro wrestling — the roughest, toughest and most glamorous sport in television history!!!! And guess what? . . . it's all now available in your local arcade, courtesy of those nice folks at Konami.

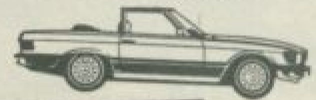
Housed in a cabinet that looks remarkably similar to the classic *Gauntlet* box, the game allows up to four players to compete at any one time. The match is played to a random time limit (random because it appears to run out quicker as the action gets hotter) and, like the real thing, the on-screen players don't really like to stick to the rules.

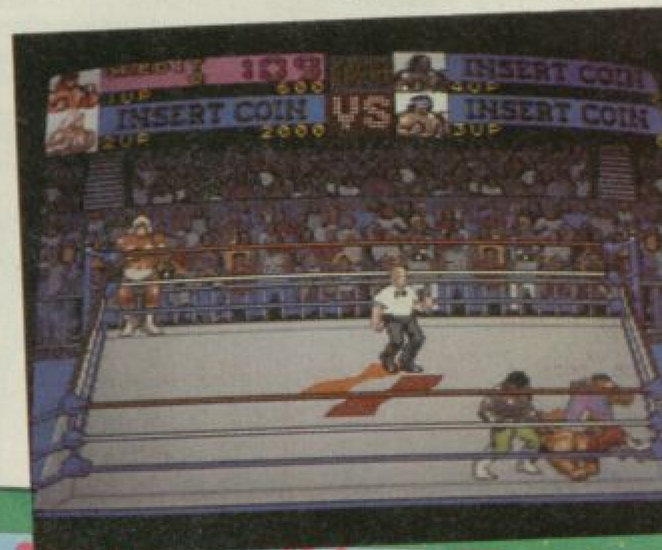
Because up to four players are allowed to participate, the name of the game is tag wrestling, with Conan the Great and Kamikaze Ken facing up to The Mauri Mauler and The San Antonio Smasher. An incredible variety of moves is available, including some regular wrestling moves such as 'body slams,' 'side headlocks,' and 'back breakers' — and some not-so-regular moves like 'head butts,' 'drop kicks' and the aptly-named 'brain buster.'

Play is controlled by use of an ingenious joystick and three button system. The red button is pressed for 'action,' and is used to make a tag, bounce an opponent off the ropes, pull an opponent off the floor and pick up the ringside stool. See — I told you that they didn't always play by the rules! The blue button is known as 'technique' and has one special purpose — knocking an opponent to the floor. The third button, 'big play,' is by far the most interesting. When this is flashing green it can be used for a number of different functions including pinning an opponent to the floor, escaping when you've been pinned down and helping your partner when he's in trouble. (Once again this is not strictly legal in real life.)

Whether you're a wrestling fan or not, *The Main Event* is a must for anyone interested in what's going on in the arcades — it's absolutely STATE OF THE ART. The graphics are stunning. The presentation involves a number of digitised photos, while the on-screen wrestlers are beautifully animated with a massive amount of moves at their disposal. What's more, the package is rounded off by an amazing soundtrack which incorporates a running commentary delivered in some of the clearest digitised speech that I've ever heard. This is what Saturday afternoons were designed for.

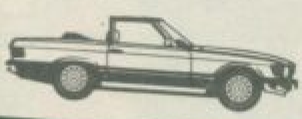
Convertibility Factor: 7
Just a Half Nelson Away.





events, with progress dependent on qualification in both of these. Each event has its own target which must be met, and unless you've got fingers of steel and the hand to eye co-ordination of a brain surgeon it's going to take a little practice to get the hang of them all. This is probably the better of this month's two sports sims, but there's really not much between them.

Convertibility Factor: 6
Roooooooooaaaaaaarrrr! It's a winner!





Convertibility Factor: 8
Monstrously ripe for our little rubber fiends.



ALTERED BEAST

Sega's vertically-scrolling beat 'em up is like a computerised version of Michael Jackson's *Thriller* video, with the hero starting off fairly normal and developing into a hideous monster.

In what appears to be a new twist to video games, the player starts off dead! A massive wizard appears in front of a mystic crystal ball and brings you back to life, ordering you to go in search of his kidnapped daughter. What I don't understand is that if he's powerful enough to bring you back from the dead, how come he can't rescue his own daughter?

But back to the game. Apart from the fancy scenario and demonic graphics, it's a fairly run of the mill beat 'em up. The hero (or heroes in two player mode) has a limited number of moves at his disposal — and to be honest he doesn't even need the vast majority of those. Floating crystal balls appear emblazoned with 'get this' written on them (for those who wouldn't otherwise know). Catching these allows the player to 'power up,' which in laymen's terms means turn into a vile horny monster with wings — uuuugh!

Altered Beast is yet another coin-op that looks quite impressive but doesn't really play that well. Not recommended to those that are still living.

ARCADE NEWS

Those of you with crystal balls can skip this bit, 'cos you already know what's happening next month. For the rest of us here's a quick round up of what should be appearing in the arcades as the summer comes to a close.

Although we haven't seen the game yet, the cabinet for Sega's *Galaxy Force* is one of the most exciting to hit the arcades in ages. It looks a little like Apollo 11's landing craft and promises to contain 'a sensational space flight simulator that will take you on the ride of a lifetime.' We live in hope.

Devestators is the title of a new blaster from a slightly more well-known company, Konami. This is another of those games that features a couple of Rambo types on the title screen and plenty of bullets and bombs in the game. This is unique in that the action scrolls into the screen, something like *Out Run* on foot with added violence. Watch out for a full review next month. ▼





Nichibutsu is a new name to me in the world of coin-slots, and its first release is a colourful shoot 'em up called *Formation Armed-F*. While this isn't exactly an Earth-shattering experience, it does have a nice feel, and the lush graphics create a real feeling of depth. Worth keeping an eye out for. ◀

Last but not least is Capcom's *LED Storm*, a horizontally-scrolling racing game which features a car that can turn into a motorbike — and vice versa. This looks quite fast and addictive, but once again we'll let you know more next month.


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BACK ISSUES

Don't look now — look back!

1 **JAN '86** • Exclusive *Rasputin* cover game • *Fairlight* map • *Winter Sports/Saboteur* reviewed • David Crane interview • QL software buyers' guide.

2 **FEB '86** • *Three Weeks In Paradise* map • *Friday The 13th* poster • *Beach Head II/Worm In Paradise* reviewed • *Art Studio* review • Matthew Smith interview • Joysticks tested.

3 **MARCH '86** • *Robin O' The Wood* map • *Zoids/Movie* reviewed • *Marsport/Fairlight* tips • SpecDrum reviewed • More QL games.

4 **APRIL '86** • *Sweevo's World* map • *Skyfox/Lord Of The Rings* reviewed • Art Studio tips • 128K Speccy reviewed • *Arcade Dream* — exclusive preview.

5 **MAY '86** • *Movie* map • *Batman* reviewed • Micronet feature • *Mike Gerrard* joins *YS* • Interview — *Ghosts & Goblins* programmers • Program Power — Fast Loader



6 **JUNE '86** • *Saboteur* map • *Chuckie Egg II/Three Weeks In Paradise* tips • Hardware round-up • *Way Of The Tiger/Tasword III* reviewed • 128K games feature.

7 **JULY '86** • *Batman* map • *Rock 'n' Wrestle/Heavy On The Magick* reviewed • Gargoyle interview • Hard Facts Special — Fault Finding Chart • Music hardware feature.

8 **AUGUST '86** • *Pentagram* map • Program Power — Speech Melba • *The Price Of Magik/Animator 1* reviewed • *Batman/Riddler's Den* tips • Hardware — Choosing the complete Speccy system.

9 **SEPT '86** • Wild 'n' wacky *YS* stickers — free ! • *Heavy On The Magick* map • *Jack The Nipper/Hijack* reviewed • *GAC* user's guide • T'zer's arcade action special.

10 **OCT '86** • *Ghosts 'N' Goblins* map • *Great Escape/Trap Door* reviewed • Complete *Elite* Hacking Awards Special • 128K Speccy — opened up! • Program Power — Tune-A-Pate. SOLD OUT

11 **NOV '86** • *Dan Dare* map and review • *Scooby Doo/TT Racer* reviewed • Spectrum +2 test-driven • *Devil's Crown* map • *Commando/Starstrike II* tips • Adventures — Complete clue list. SOLD OUT

12 **DEC '86** • *Pyracurse* map • *Avenger/Uridium/Lightforce* reviewed • Music special • Reader Survey results.

13 **JAN '87** • *The Great Escape/Deactivators/Antiriad/Storm* maps • *Jewels Of Darkness* reviewed • *Trap Door/Equinox* tips • T'zer Goes To The Movies - feature • Hardware — Red Box/Saga's Compliment.

14 **FEB '87** • *Nosferatu* map • *Artist II/Gauntlet/Aliens* reviewed • *Uridium/Dynamite Dan 2/Knight Tyme* tips • Hard Facts special • *Short Circuit* previewed.

15 **MAR '87** • *Glider Rider* and *Fairlight 2* maps • *The Hive/Fist 2* reviewed • G'day sport sims special, streuth! • Tips for *Cobra/Gauntlet/Future Knight* • A-Z of adventure clues.

16 **APR '87** • *Fist 2/Uridium/Dandy* — maps • *Enduro Racer/Rana Rama/Nemesis The Warlock* reviewed • Explode your phone bill — check out the Modem special • *Space Harrier/Star Glider* tips.

17 **MAY '87** • Exclusive cover game! *Road Racer* • *Cobra/Thrust/Uridium* maps • Tips for *Gauntlet/GreyFell/Leaderboard* • *Saboteur 2/World Games/Tai-Pan* reviewed.

18 **JUNE '87** • *Short Circuit* and *Feud* maps • *Head Over Heels/The Sentinel* reviewed • Hack special — learn how to hack! • Boogie with the Music Special • Blam! Boom! Wargames as well!

19 **JULY '87** • Map special! *Head Over Heels/Hydrofool/DD 2* and more! • *Flunky/Stormbringer* megagames + compilation reviews • *Zub* and *Hive* tipped to bits • +3 floppy review.

20 **AUG '87** • *Thrust/Saboteur 2/Krakout* tips • *Wizball/Stiflip/Gobots & Co* megagamed • New! *Program Pitstop* with routines from top programmers.



21 **SEPT '87** • Tipshop! Packed with maps, hints 'n' pokes for *Saboteur 2/Greyfell/Chronos/Sentinel* • Reviews of *Game Over/Catch 23* • TV games — Speccy rivals? • Street Life — what's hot and what's cold • Free bouncy *Jack The Nipper!*

22 **OCT '87** • Exclusive megagame! Brillo *Batty!* • *Flash Gordon/Nemesis/Stormbringer* maps 'n' tips • Reviews of *Game Over/Catch 23* • Star-tips abundant in *Pitstop*.

23 **NOV '87** • Free! *Viz* comic! • Reviews of *Game Over/Catch 23/Bounces/Head Athena* • Megagames — *Ace/Mercenary* • Who puked at Action Towers? — Leisure Special • Tipped — *Zynaps/Exolon/Game Over.* SOLD OUT

24 **DEC '87** • *Play For Your Life* exclusive cover game • *Quartet/Jack The Nipper 2* mapped • *Out Run* — Christmas megagame • *Solomon's Key/Batty/Hive* tips and POKEs.

25 **JAN '88** • Exclusive *Moley Christmas* game • Maps for *Trantor/Flunky/Slaine/Indiana Jones* • *Gryzor* reviewed • Tips for *Aliens US/Renegade/Mercenary* and squillions more • Boardgame reviews.

26 **FEB '88** • Free rinky-dinky *YS* Badges • Colour maps for *Indiana Jones* and *Sidewalk* • *Inside Outing/Platoon/Combat School* checked out • Role Playing Games reviewed • *Freddy Hardest/Solly's Key* and *Mercenary* tips.

27 **MAR '88** • Colour maps of *Indiana Jones* and *Andy Capp* • *Rolling Thunder/Bedlam/Terramex* — megagames • Hardware round-up • Tips for *Thundercats/Out Run/Driller.*

28 **APRIL '88** • Special Joke Police Issue • Colour maps of *Platoon* and *Dan Dare II* • *Arkanoid II/Tetris/Firefly* reviewed • *Freddy Hardest/Garfield/Gryzor* tips • *Practical Pokes* Mega Multiface Special • Results of Game Of The Year.

29 **MAY '88** • Exclusive cover game *Blind Panic* • *Knightmare/Firefly* mapped • *Cybernoid/Ikari Warriors/Black Lamp* reviewed • Tips for *Garfield/Combat School/Bravestarr* • New! Rage Hard and Postmans Knock — regular round-ups of hardware and PBM • Adventure Holidays Special.

30 **JUNE '88** • *People From Sirius* Exclusive cover game • Colour maps of *Cybernoid* • *Karnov/Action Force II/Sophistry* megagamed •Loadsatips! • Comix feature — Superheroes start here.



31 **JULY '88** • Cracking cover game *International Cricket* • Colour maps of *Where Time Stood Still/Blind Panic* • *Bionic Commando/Crosswize/Target Renegade* megagamed •New! Only Kidding — Graham 'Galloping Gourmet' Kydd hosts a brand new column • Re-releases feature — Play It Again Sam.

32 **AUGUST '88** • FREE! *Smash Tips!* Parts one and two! The complete guide to Spectrum games, old and new. MEGA!• *Where Time Stood Still/Dark Side/Mickey Mouse* megagamed • *Cybernoid/Driller/Blind Panic* mapped • Perfect Printers? *Rage Hard* investigates

33 **SEPT '88** • Slashing Ninja Cover • Loadsamegagames — *Last Ninja II/Virus/Impossible Mission II/The Bard's Tale* • Colour maps of *Desolator* and *Buggy Boy* • Part 3 of *Smash Tips* • The complete A-Z guide to adventure tips.

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Drop in and pick up a back issue.

YS Advent

Will you mention my name in your famous adventure column (somewhere)?" Anything to oblige: **Paul Tierney** There, how's that? And my thanks to Paul for his tips on *Blizzard Pass.*

"I've always wanted to see my name in print (hint, hint)." Gordon Bennett, another one. Oh very well then . . . but hang on, just a mo', there's no name on the letter! It's signed **The Vagrant** from the Valleys, so that'll have to do. Thanks to this mysterious reader from Ebbw Vale who suggests inputting certain rude words into *Rigel's Revenge,* Naturally I can't tell you what they are, but they've each got four letters.

Adrian Bhagat, of 10 Meynell Walk, Netherton, Peterborough, Cambs PE3 6RR has worked out a method of storing the events table in an adventure editor in a way that can save 30—40 per cent on memory. He wonders if there's anyone out there who might be interested in co-operating with him to write the rest of the adventure editor. If so, get in touch.

Neil Sheridan of Chessington says he's just started reading the column "and I think that it's pretty RAD." Erm . . . is this a compliment or an insult? Old wrinkly fogies like me don't know words like RAD. But thanks for the tips, Neil. In *Red Moon* increase your strength by wearing your braces, and wear your wellies in MOOR LATEM EHT. In *Spiderman,* store your gems with BEW MADAM. In *Eureka* you can make an axe with ENOB DNA TNILF and throw this when you meet KCALB NI NAM EHT but don't move 'til it hits him. To open the steel door: EGARAG MORF RENNAPS ESU.

Andrew Dungey of Penryn asks about that old favourite, *The Hobbit.* No, it's not how to get out of the Goblins' Dungeon, but how to find his way out when he's done so. GO SE/E/SE/E and wear the ring — you'll have to repeat the WEAR RING command constantly or its magic powers will wear off.

Jonathan Birch from South Benfleet asks if *Blizzard Pass* is bugged, because it's obviously bugging him. Not as far as I know, it isn't but if you want de-bugging on this game then send sae for a help sheet on it.

Darren Clark writes, in handwriting I can just about read, from Whitehaven and asks about *Inspector Flukeit.* What to give to the dog? DRAYEVARG MORF SENOB. What to do in the Creagley Arms? KNIRD A YUB. He also wants lots of tips on the first part of *The Big Sleaze,* so here goes. One problem is that he keeps getting killed in Central park, in which case you shouldn't go there at night. The order in which you do things is relevant, so as a general guide this is one way through part one, though I'm not telling you what you do in each location. You start in your own office, then go to Velma's, then to your car, then back to your office again. Do something there,



then into Velma's, back again, then drive to the bank. Go to Joe's Diner then to Imrahd Street. Then to 21st Street, the police station, and back home again.

Raymond Ternent of Gateshead offers some help on getting started in *Wolfman,* which includes: CINUT DENIATSDOOLB EHT NRUB, CINUT NAELC EHT RAEW, SDNAH ROUY HSAW, RORRIM EHT NI KOOL and ECAF RUOY HSAW.

Mr Campbell of Gwynedd says he thinks he's worked out the logic behind the infamous DO command in *The Hobbit.* For those who don't know, all kinds of odd things seem to be possible when you type the word DO in various locations — even crashing the game! This is because the programmers intended to include an option for the player to DO MAGIC in the game, and although this was taken out the DO verb is still sometimes recognised in the program. This reader says that if you're up against a living thing, like the dragon, then you can type SMASH DRAGON DO then press ENTER, and if the creature isn't killed then press CAPS LOCK and repeat the command till it is. If you've an object that you want to smash, rather than a creature you want to kill, then type KILL instead of SMASH but otherwise repeat the process. In other words you can kill killable creatures by smashing them, and smash smashable objects by killing them. I think.

David Way of Bournemouth is losing his way in *The Sidney Affair* because whenever he tries to send messages in the form CRRY LYON, INFORMATION ON HUBERT DECOL it responds with "Addressee not applicable". This, he says, is driving him mad and we're in danger of losing yet another reader to the men in white coats. I'm no expert on this game and often came up against the same problem myself, but I think it can be overcome provided you do everything in the right order. Two readers have sent me in solutions to the game, and both agree with each other that the general procedure is that first you carry out two examinations, the autopsy and ballistics. You then need to take statements from no less than 15 people, with four of those people being questioned twice. Only then do you start sending messages, and the briefest solution says you need just three of them:

CRRY LYON, SERGEANT
CIAT CLERMONT, PATRICK LANGVILLE
DG, SEEK PATRICK LANGVILLE

From then on it's a case of more statements and comparisons, and one more ballistics examination, before you should be able to make two arrests.

This next reader gives advice, offers help and seeks help, and that's **C. Evans** of 21 Mountain View, Tynewydd, Mid-Glamorgan CF42 5SU. The advice he gives is to readers who've asked for hints on *Dark Sceptre,* and he says the best solution he found was NIB NI EMAG WORHT. Oh dear, and I really liked it, too. Still, it takes all sorts. The help offered is to anyone stuck on *Dragontorc,* which he's just finished after two years of trying, so you can't say he isn't persistent, and the help sought is: "Does anybody in the

ILLUSTRATION : ANTHONY COLBERT

RES | news

Venture forth with Mike Gerrard

universe know how to get Tumbar the Green Wyrm to help you in *Sorderon's Shadow* and save me many sleepless nights?" My informants tell me that to get Tumbar's co-operation, and indeed that of many other characters, you have to get them to follow you by using the commands SAY TO TUMBAR "EAST", then press ENTER, then just type EAST and press ENTER again, and then just move the cursor up and down to alternate between these two sentences and so get the character to move eastwards.

Now here's something which I wish more of you would-be adventure writers did, and that's advertise for play-testers so that it isn't me who has to point out the bugs in your games to you! **E.P. Toovey** is writing a couple of adventures, one *PAW* and one *GAC*, and wants to hear from anyone who would be interested in play-testing them for him. If so, contact him at Bridge House, 28 Upper Station Road, Henfield, West Sussex BN5 9PT.

Reader **Dinsdale Shaw** lives in Mablethorpe . . . or is it Mabel Shaw lives in Dinsdalethorpe? No, it's definitely Dinsdale, but no relation to Doug and Dinsdale, and he's solved the first part of *Rigel* and asks if there's a prize for sending in his solution! The cheek of it. If that was the case I'd be handing out hundreds of prizes every month. Nope, fame and honour is your only reward, and just look back at those folks at the top of the column who were begging on bended knee for the glory of a mention in these pages. Prizes indeed.

Just for that I won't print your tip about looking out for the dustbins in part two of *Rigel*.

A long and interesting letter from **Nicky Sweeney** of Middlesbrough, who points out, amongst other things, that I keep spelling Middlesbrough wrongly by bunging an extra 'o' in the middle. Sorry! Nicky asks why Level 9 or Smart Egg don't produce a really good beginner's adventure, to convert all those arcade addicts who try one adventure and give up because they get stuck. Level 9 did just that with *Emerald Isle*, and there's *Excalibur*, and Tartan's *Six-in-One* pack, but how do arcade junkies know these are the ones to try? Nicky's compiled a few lists, always good for an argument, like the three easiest adventures: *Pirate Adventure, Spiderman, Subsunk*. And the problems that took the longest to solve? Worst at 9 months was *The Helm's* typewriter code, followed by six months to solve the curtain of webs in *El Dorado*. Mind you, anyone who takes four months to work out that you have to EXAMINE WALL in the toilet in *The Big Sleaze* is bound to have a few problems!



● **If you haven't yet got a copy of Tartan Software's *Double Agent* then dig out the special offer coupon in the June issue and send off for one at once. You could still win the £50 prize that author Tom Frost is offering for the shortest solution that's sent in to him. The original deadline was June 30th, but Tom's decided to extend that until November 30th. In most cases that would mean that the competition had attracted no entries, but Tom assures me that isn't the case this time. "I've had plenty of entries but as yet no-one has come near to the minimum number of moves. All I'm prepared to say is that it can be done in under 150 moves, and no-one so far has managed that, so I thought I'd extend the deadline and see if people can rise to the challenge. There's one thing in particular that's fooling people, and I'm not giving any clues away, but I can tell you that one of the problems can be solved in a much quicker way than anyone has so far spotted." So those of you who have already got your entries in had better go back and play the game again . . . in less than 150 moves. They don't give money away without making you work for it, these Scotsmen!**

● For those of you with big ones (Spectrums that is), and who are into the Magnetic Scrolls adventures, you'll be pleased to hear that its new game, *Corruption*, may well be out by the time you read this. The ST version is already released, and one of my moles at publishers Rainbird has just told me that, "The Spectrum Plus 3 version of *Corruption* got the nod today, so expect that to be out fairly soon. I've just had a quick look at *Fish*, too, which is the next release, and I can't say much about it except that it's very strange!" What else could it be when you know that one of the authors of the game is our very own ('cos no-one else wants him) *Phil Snout*. Don't worry, readers, I'll give it a totally unbiased review. Now then, Phil, where's that drink you've been promising me?

Meanwhile *Corruption* is, according to the box, "a fast-paced thriller, a battle of wills like nothing else you've ever played. Your only weapons are communication and information. There's nobody you can trust. And it isn't easy. But then, neither is life." I think I need to go and take a lie-down, and all I've done is read the box!

● **Reader David Moore of Liverpool has kindly been keeping me posted on his battles with CRL to get a bug-free version of *Jack The Ripper* from the company. At last, he tells me, he's received a corrected version of the game . . . and a free copy of *Murder Off Miami* to make up for his wait. Dave's played the game through as far as the place in part three where the original version used to crash, and reports that a graphic now comes up in that spot and the game continues, so all appears to be well. Readers with faulty versions should be able to swop them.**

CRL also recently released a Rod Pike horror-games compilation of adventures, containing *Dracula*, *Frankenstein* and his latest gory effort, *Wolfman*. I'd have probably reviewed it if I'd been sent a review copy! Maybe it didn't like what I had to say about *Frankenstein*. Oh well, I'll just have to limit myself to letting you know that it's available now and costs £24.95 for the three titles. That works out at £8.32 each . . . pretty pricy when an oldie like

Dracula's included. I'd have thought CRL would have done better to keep the price down a bit. After all, the three Level 9 trilogies only cost £14.95 each. Oh well, you pays your money . . .

● Some readers have commented on how easy the adventure *Excalibur* was, and one of the people responsible for the game, Shaun McClure, tells me that this was quite deliberate. "I designed it with beginners in mind," he says, "but unfortunately, despite my ravings down the phone, Alternative forgot to mention this in the packaging. Our other adventures are very much harder. The new system for *Excalibur*-style adventures has over three times more graphics, sound effects, guns shooting and so on. We already have a finished game called *Hit*, as in hit-man."

● **As you'll read elsewhere in this month's adventure section, there just isn't space for me to review every game that comes my way, so I'd like to give a quick mention to one in particular that tickled my fancy, and I only wish there was room for a full review. The game's *The Crystal Cavern* and is a very professional adventure dealing with your attempts to rescue Merlin, who's been imprisoned in the Crystal Cavern by Mimue, the Lady of the Lake. Stylishly done and with very nice graphics, it's a bargain at only £1.99 from Handasoft, 25 Ingleton Rd, Mossley Hill, Liverpool L18 1HJ.**

● Mid-September always sees the annual PCW Show — now known as the PC Show — when people from all over the country converge on London just for the privilege of getting *YS* stickers stuck on their jackets. Level 9 will be at the show, so if you can make it go along and check out its new release, *Lancelot*, as well as the long-awaited *Gnome II: Ingrid's Back*. This follow-up to *Gnome Ranger* will be previewed at the show, and will be out on sale by mid-October. In this one, Ingrid horrifies the inhabitants of Little Moaning by managing to return home there, but in doing so she may be the only one able to stop the dastardly plans of Jasper Quickbuck who intends to destroy this quiet corner of the gnome belt and put up a housing development. Gnasty!

THE REALM

This adventure came in, like dozens of others, with a covering letter from the author hoping I'd give it a review. Unlike most, *The Realm* is getting one. Why? Because of its originality, sense of humour and good old-fashioned fun.

The Realm is the land that you have to explore, and initially you know nothing more than that. At the start you're asked if you're male or female, and it's worth playing both versions as the problems and text are juggled around a little to adapt. In a cottage near the start you meet a wizard who asks you to wait there while he goes off in search of a goblin who's pinched a page from his spell book. In the cottage is a cage, and if you open the cage a little furry creature hops out. This, it seems, is a fwooble. All together now: awww! If you read the book you see the details of all the wizard's spells, page after page, followed by a handy appendix on fwoobles. A good job the wizard hasn't had his appendix removed. The spell details give the objects required, the incantation, and sometimes an explanation of the less-obvious ones. The only trouble is, once in the cottage I wasn't allowed to leave again, so this may be an adventure where you must quit and start again, bearing in mind the knowledge you've obtained.

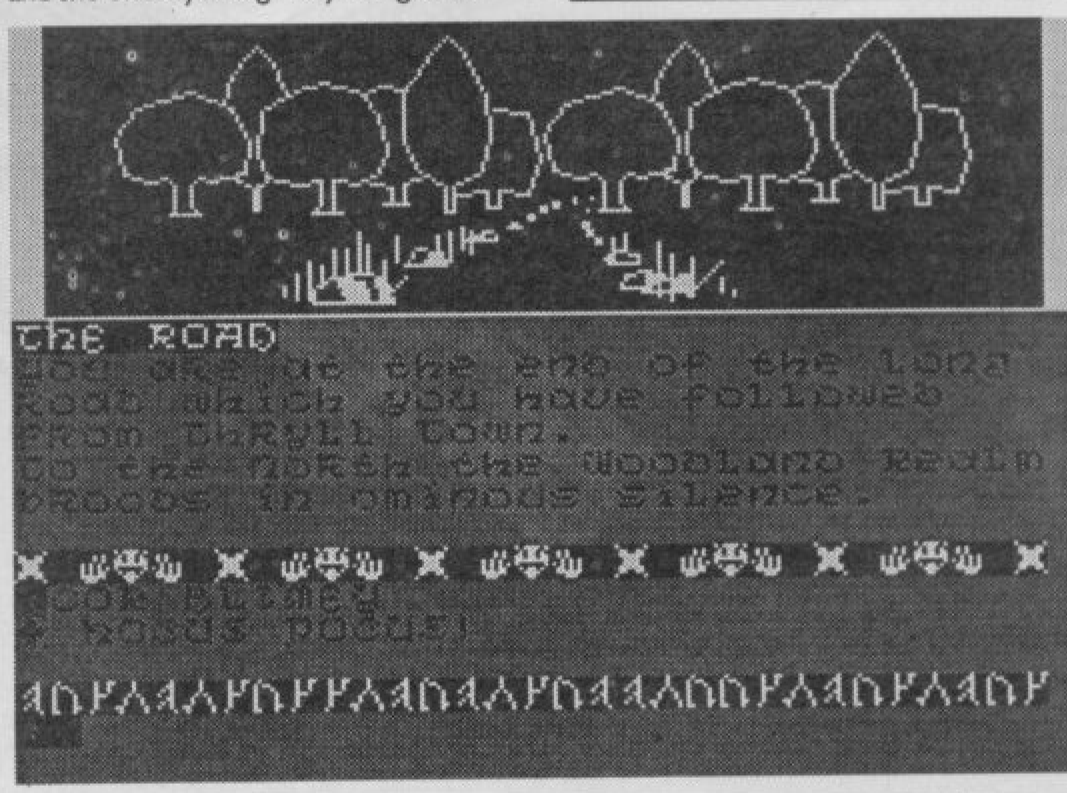
The piccies are a bit slow to draw, and only the odd one is worth the wait, but you can always PIX OFF. The locations in the woods around the Realm contain a variety of people and animals, and *The Quill* is used to handle them well. The initial problems are fairly straightforward. Greet the old woman and she offers you a gift if you'll get her some firewood, while the little girl wants an apple. If you're female you can kiss the minstrel to listen to a song, while if you're male he asks for a song in exchange for a gift. The men get their kiss later with a maiden in the forest, though, so that's okay.

These problems and sub-problems are well-nested, and you have to keep careful notes as to who wants what, and also search everywhere you go. Some of the extra little touches really amused me, like if you jump in the pond you scare a duck, and if you try to get the duck it lays an egg and flies off quacking. Sound effects are used, as much as the *Speccy/Patch* combination allows, so that when you drop an object there's a splat, for example. The minstrel's song also has musical accompaniment, and, if you play as a male you learn part of the song from one of the other characters, then when you go to SING SONG to the minstrel he teaches you a bit more and next time you SING SONG you get a longer verse on-screen while the Spectrum beeps merrily away.

An excellent game for beginners, and anyone who likes to see an adventure with a bit of imagination. Spell-casters will enjoy it too, while *Quill* users should buy it and see what can still be done to brighten up an adventure.

Graphics
Text
Value for Money
Personal Rating
7

FAX BOX	
Title	*The Realm*
Publisher	The Cult, D&H Games, 19 Melne Road, Stevenage, Herts SG2 8LL
Price	£1.99



THE DO-IT-YOURSELF ADVENTURE SPECIAL

With mail order being such a big part of the Spectrum adventure world, lots of readers have asked me how to go about publishing their own games. So I decided it's time we had a DIY special, all about publishing your own adventures. I'll tell you what the chances are of getting a review, and include some advice on what to do and what not to do when sending games in to me and to other reviewers. There'll be reviews of a couple of home-grown games to give you a bit of encouragement. What I can't tell you though is the nitty-gritty of publishing from home, like how to do your duplicating or your cassette covers, and what it all costs. So for that I've asked the Rochdale Balrog himself, John Wilson, to tell us some of his trade secrets — and the fool agreed! As did Ian Williams of Willysoft, author of *The Realm*, who gives his advice on whether to publish yourself or send your game off to others.

THE BATTLE FOR A REVIEW

The adventures you submit to me in the hope of getting a review really are a knock-out . . . one way or another. The number of adventures being sent in is increasing all the time, so what are your chances of getting your adventure reviewed in the pages of your favourite magazine?

For starters, let's just look at the odds against getting reviewed. Each month I receive on average 20 or 30 Speccy adventures, and at the most, I've got room to review about six. Sometimes it's a lot less than that if I want to squeeze in a solution or a clue collection or a special feature like this. Of those 20 or 30, about half a dozen will be from big or budget software houses, the rest being written at home and sold mail order. Chances are that the professional releases will get more attention, for various reasons. One is that if someone's agreed to publish them then it's already likely that they're better than average — though looking at some of the stuff that gets published, that isn't always the case. I'll also be more inclined to review them because it's more likely you'll see these games advertised or on the shelves of your software shop, and so they're more readily available than mail order titles. These games sell in thousands, and mail order games sell in hundreds, so I have to consider that when deciding what to review.

One thing I can tell you is that it's no good writing to me saying that you're thinking of writing an adventure, and do I like the idea and will I review it? I'm only interested in finished games, because until it's finished I've no way of knowing whether it'll be ace or awful, and you may not even finish the game as writing adventures even with a utility like *PAW* is harder than some people think.

One thing that will guarantee your game not getting more than a glance from me will be if there are bugs, spelling mistakes or grammatical mistakes in the first few locations. Get someone who's good at English to check the game for you, if you know you're not so hot yourself. If the screen layout has mistakes in it, so that you get full-stops on their own at the start of a new line, or the last letter of a word in the same place, then you'll get your game straight back. Likewise if I start to find bugs very early on, I'll waste no more time trying to get into the adventure. It's not my job to debug your adventures.

If you still want to send your game in despite all this, then send it in a jiffy bag. This might seem like common sense, but I receive lots of tapes in ordinary envelopes that have split in the post . . . so some of the tapes sent never even arrive. Also include return postage, if you want



my verdict on your game or if you want to get the tape back again. That doesn't have to be another jiffy bag, but do include a sticky label with your address and the stamps on it. And enclose a covering letter and make sure your name and address are in it. To guard against loading errors, also record the program a few times at different volume settings.

Don't expect a reply straight away, or a review to appear in the next issue, as it takes quite a while to get through all the adventures that come in and reviews usually take a couple of months to appear anyway, because of production delays. If you haven't enclosed return postage, don't expect to get a reply from me.

These are just a few basic guidelines, but I can finish with two more definite comments. DON'T send me yet another spoof of *The Hobbit*, and DON'T send me an adventure set in your school or featuring you and your friends. I get one of each of those every week, and they're usually so bad they make me want to go AAAARRRRGGGGHHHHHHHH!!!!!!!!!!!!

THE BALROG'S GUIDE TO D-I-Y

John Wilson has published several of his own adventures, first under his own name and more recently as Zenobi Software, and I'm sure most readers will be familiar with titles like *Fuddo And Slam*, *The Secret Of Little Hodcome*, *Bulbo And The Lizard-King* and others. For the inside story about running your own mail order operation, I asked John a few questions recently.

What would your first bit of advice be for anyone wanting to 'do-it-yourself'?

Well first you sit on your hand until it goes numb, and then . . .

Not that! I'll rephrase it. You're writing your own adventure and thinking about publishing it yourself, so what's the first thing to think about?

Before you publish it you've got to play-test it thoroughly. I do a fair bit of this while I'm writing it, but as soon as I have what I feel is a 'finished product', I sit my young son down in front of my humble Speccy and let him do his worst. His function is to make sure that no matter what the player tries to do, the game will respond in a logical manner; no walking through walls or incorrect responses. At the same time I send off copies of the game to a couple of friends who are undoubted 'adventurers' in their own right and ask them to simply play the game and see how it feels, and to list any points that they think could do with correction. Eventually after three or four weeks and numerous debugging sessions I finally arrive at a fairly comprehensively tested game.

So what about duplicating the games?

More than any other stage, this is undoubtedly the most critical and the most troublesome. You could employ a professional outfit to do it for you, but this would involve holding quite a bit of stock which would tie up 'cash-flow'. Doing it at home is cheaper, but involves a lot of time and patience. You have to make sure you get a copy that's as near as possible to the general standard of a pre-recorded tape, to compensate for the wide range of different tape decks that they are going to be played on. To get this I've adopted a routine of 'Clean tape-head, check azimuth' before every session of duplicating, and part-way through the session if it's a lengthy one.

What equipment do you use?

I've got a 128K machine, a Bush tape recorder and a 'copy-tape' manufactured by a guy over in Bury. This way I can just load up my master copy and run off as many copies as I need. The 'copy-tape' allows me to check whether the code I've loaded into the 128 is correct before I try to save it out, which some don't so you end up saving several dozen games with unloadable files. I have tried using a tape-to-tape copying system, but even with one that costs over £300 the results weren't that satisfactory for consistent good-quality copies.

No, they're not designed to copy computer signals, are they? But what about tapes that don't load?
Well I never have any of these so I can't answer that! Well alright, seriously, no matter how well you try to check you'll always get a few that don't load and all you can do is check them when they come in to see if you can see the fault, then send a fresh copy in exchange.

So that's the tape duplicating side, but then there's the packaging as well - what about inlays and labels?
It would be very nice to have colourful inlays but it's really a matter of cost. One printer quoted me £500 just to have the plates made for a full-colour inlay, and that didn't include the cost of printing them! I decided to adopt the 'neat and tidy' approach rather than try to compete with the likes of Rainbird, and settled for plain coloured card printed with the name of the game. It serves its purpose and adds very little cost to the product. I buy the cards in sheets from the local art shop and cut it up into the correct size pieces by hand. Then I print the name and so on onto it using an up-market version of the old 'John Bull' thing we all found in our Christmas stocking at one time or another.

So that gives you quite a nicely presented game - but what about reaching the people who might want to buy it? How do you advertise?
I've never inserted a 'proper' ad in any of the magazines, as I've been doing alright in other ways. I concentrate on mail-shots, fanzines and reviews.

Because cost prevented me from producing a nicely-printed inlay, I decided to produce a leaflet to accompany each game, that would take the place of all the bumph you would normally find on the inlay. I do these by hand with the help of drawings from friends, and then have them photocopied at a local office supplies firm that has cheap rates.

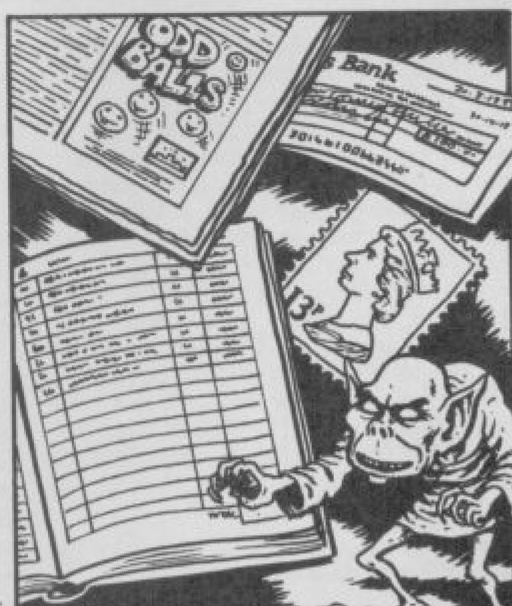
With fanzines it's more a case of getting your name known rather than drumming up sales, as their circulation is in the hundreds rather than the tens of thousands of proper magazines.

Reviews are another matter altogether, as you're putting yourself at the mercy of the reviewer's personal taste and while they're useful as another source of information as to how your game plays and feel, even rave reviews rarely bring in very much by way of sales. In order to get the best possible review, make sure the person you send the game to has as much information as possible, and if there are fairly obscure solutions be sure to include some kind of help sheet that they can consult if they want to. And of course if you find that one particular reviewer likes your type of game, make sure they're the one you use most regularly. No names mentioned, Mike! Blow playing fair, it's sales that matter!

By far the best form of advertising has been the Special Offer. I started to use this ploy about six months ago and I've found it to be well worthwhile. It runs on my age-old principal that people like to get a bargain, so I shaved a few coppers off my profits and decided that it would be better to sell 100 games at £1.49 than 50 at £1.99. I must say that both the offers that appeared in *Your Sinclair* did tremendously well, but the one in *Sinclair User* was a bit of a failure. But then you win some and you lose some.

OK, so suppose you win some . . . we get to the subject that everyone is going to want to know about: money!
Well, the bad news is that nobody's ever going to get rich by selling mail-order. To explain that, I can break down the costs involved in producing a £1.99 game, though bear in mind that this only applies to me as other people have their own ways of cutting corners and lowering production costs. Right, well a blank tape will set you back about 35p, the inlay and label 10p, a jiffy bag to send it off in is 17p, postage is 26p. (I always use first class) Then I normally include at least a couple of leaflets with each game, say another 10p, and advertising I'd put at about 25p, which would include the cost of getting the person to buy the game in the first place, like the envelope, stamps and leaflets if you wrote to them. Add that lot up and it comes to £1.23, leaving you 76p profit on each game — but that doesn't include the time you spent writing it, preparing the leaflets and the inlays, duplicating the game, addressing the mail-shots and the 101 other tasks involved in producing an adventure game, like posting copies to your play-testers and the cost of review copies. My last game took me over three months, working 12 hours a day, seven days a week. Not exactly the best hourly-rate around! Not to mention the cost of the electricity you use while all this is going on.

If the business is to be a sideline then you've always got your regular wage to see you through, but if you intend to do it full-time then you do have to learn to balance and control your cash-flow. It might be nice to have a large stock of pre-recorded tapes, but if that means spending all your available cash to do so then just how do you intend to eat? Fried cassette tape isn't very nutritious, never mind appetising. So get used to planning ahead and make sure you have as little capital tied up at any one time as possible.



Then you've got the inevitable bouncing cheque, something that doesn't reveal itself 'til after you've parted with your precious game. You can try resubmitting it to the bank, then you have to get in touch with the villain who fobbed you off with it in the first place and ask for some kind of acceptable currency in exchange. If this fails, just write it off to experience and kick the cat!

It's important to open a bank account to handle the financial side of your new-founded business. To open an account in a name other than your own you'll need some good references and a letter-head; simply a sheet of paper with the name and address of the proposed firm.

Then, of course, there's the dreaded tax-man! There are two things you can do about this. One is to try to ignore him and declare as little as possible, the other is to treat everything in the proper fashion and declare all your earnings. I'm a coward so I chose the latter. You've got to keep some kind of accounts in order to keep everything legal, and I use the Simplex-D type of account book. This allows me to keep a daily record of all purchases and sales, and keeps me informed of the cash-flow situation. Make sure you keep copies of ALL bills and receipts, no matter how small, and make sure you enter these up at regular intervals.

So there's a great deal more to publishing your own games than meets the eye.
Yes, but for me and a few other people it's not so much a business, more a way of life, and most of the time I just do it because I want to do it and it's something I enjoy a hell of a lot!

FAX BOX

Blank tapes	UK Home Computers, Swindon
Labels	Industrial Process, Kent
Copier program	G. A. Bobker, Bury
Help with graphics	Sean Doran and Shaun McClure
Play-testing	Thomas Coulter, Graham Collier, Peter Wilson

PUBLISH AND BE DAMNED!

Ian Williams, of the wonderfully-named Willysoft UK, published his own game, *The Realm*, and has since had it taken up by a professional software house. I asked him to report on the pros and cons of both methods of publication. This is what he had to say:

"Once you've written your adventure there are several things you can do with it — you can make your friends play it (and watch them miss all those incredibly obvious clues), play it yourself (for those with a short memory), or you could SELL IT!! But should you try to get an established company interested or publish it yourself? I've tried both courses of action and would unreservedly recommend the latter.

To start with, submitting games to software houses can be a very disheartening experience. More often than not you'll wait anxiously for weeks only to receive a package containing the cassette you sent and a photocopied stock letter saying 'thanks but no thanks'. Once you've read a few of those you'll be wishing you'd spent your time more profitably, like peeling potatoes or watching *Prisoner Cell Block-H!*

The other big problem with submitting to large companies is that, like it or not, adventures are not currently at the cutting edge of the computer game industry. They are perceived by many big companies as a minority interest lacking both the mass appeal and big money of the game-of-the-book-of-the-film-of-the-sweatshirt end of the market.

But we know there's a market for them, don't we? Which is where self-publication comes in. Publishing a game yourself means that you can reach an audience which is being all but ignored by the larger concerns; it's good for those people who want to buy adventures and it can obviously be good for you. It's a much more positive act than sitting around waiting for your hundredth rejection slip and can (as it did for me) lead eventually to publication by a larger company anyway!

Obviously, publishing a game yourself entails a lot more work than simply sending copies of your masterpiece to software companies and letting them worry about it all. There's the packaging to consider, tape duplicating, book-keeping and those all-important reviewers to woo. (Hi, Mike!)

Finally, brethren, there's the question of dosh (and how best to acquire it). Speaking from personal experience, there's a lot more money to be made from selling your game to a software company than from publishing yourself. Having said that, however, it was only after my games had been reviewed in various magazines that I was approached by D&H, a company I would never previously have considered submitting an adventure to! Which just goes to show that if it's the adventurous life you're after — *publish and be damned!*

ILLUSTRATION : NICK DAVIES

DESERT ISLAND ADVENTURES

Reader **C.J. Livesey** of Poole in Dorset had a bright idea recently: I had a sudden thought whilst idly reading through Desert Island Disks; it always seems to feature arcade games? Rarely if ever, does anyone mention an adventure. So, in order to rectify this rather obvious omission on your part, please find appended my list of the Spectrum's Greatest Adventures — which I expect to see printed pretty damn pronto, tonto . . .

1. Snowball /Level 9
Quite simply THE best adventure so far. The feeling you get when you begin to realise that the spaceship is not just the usual half-a-dozen locations is tremendous. An Awesome game!

2. Lords Of Time/Level 9.
Great fun; romping back and forth through time! A lovable mix of humour, puzzles and great location writing.

3. The Hobbit/Melbourne House.
Half-a-dozen puzzles, badly-written locations, slow graphics and BUGS, BUGS, BUGS. And yet . . . still one of my favourite games ever.

4. Castle Blackstar/CDS.
A great mix of simple and fiendish puzzles with superb descriptive writing and bags of locations through which to wander. A very underrated game.

5. Adventure Quest/Level 9.
Another brilliant text adventure that simply oozes atmosphere and wit. The use of well-known proverbs as the basis for a game was a master-stroke from the Austins.

6. Rigel's Revenge/Bulldog.
Nothing very distinguished about this cheapo game. Just well-written and nicely constructed with tricky problems and good graphics. A solid adventure.

7. Mordon's Quest/Melbourne House.
A great big breathable game that loses points for some obscure solutions (and hidden exits), but gains favour for its well-crafted feel and very verbose text.

8. Kentilla/Micromega.
I spent weeks solving this @!£$%&. One-line descriptions and twee graphics overcome majestically by devious puzzles and that special something that makes you want to give it just one more try . . . even if it is three in the morning!

LOST SOULS

I've been asking for information on *Blizzards Pass* till I'm blue in the face, which seems appropriate enough, but so far no-one's come forward with a complete solution. Has anyone in the entire universe solved this game? Naturally I'd solve it myself in a trice, or maybe two trices, if I had a copy of it in the first place. Anyway, if anyone can say how to get out of the crevasse, how to stop dying from cold, locate the chair or offer any other help at all, then offer it in the direction of **Jonathan Borer**, 14 Foxcote, Astley Village, Chorley, Lancs PR7 2XE.

Some people have appropriate names, like **Jeff Bird**, 'cos that's what he keeps giving me. The bird, that is, not the jeff. Serves him right because now he's stuck in *Not A Penny More, Not A Penny Less*, one of the worst adventures in the history of adventuredom. He should never have bought it without consulting me first. But now that he's got it, it looks like he's determined to go through with it, so can any fellow sufferers out there tell Jeff how to get in touch with Jean-Pierre after seeing him leave his art gallery, how to get in touch with Dr Robin Oakley and what to do with the info on Viscount Brigsley obtained from the Bodleian Library? Contact Jeff Bird at 3 Marysfield Close, Marshfield, Nr Cardiff CF3 8TY.

F. Maughan was given a copy of *Frankenstein* by his/her grandson, and needs help getting through the early stages. The address is 8 Nugent Ave, Middlesbrough, Cleveland TS1 4HX. The address for **Mr S. Kilbride** is 83 Argyle Ave, Hounslow, Middlesex TW3 LL, and the problem is *Werewolf Simulator*, a program I haven't been able to find space to review. Mr Kilbride just asks for a few tips on the game, so if anyone can oblige, write to him.

How to pass the guards in *Venom*? That's the question stumping **Jim Richards** (and others, Jim says), at Ardgowan, Parkhill Rd, Rattray, Blairgowrie, Tayside PH10 7DS, so if you can de-stump Jim (and others), then kindly do so. I know I can rely on you (he crawls).

Crawling right along there, we come to the next poor soul I'm unable to assist, mainly because I've never heard of the adventure he's lost in. The 'he' is **Ian Jacobs**, 27 James Street, Lampeter, Dyfed, and the adventure is *A Journey One Spring*, a 128K only game. Ian's got as far as the Ruined City and can get no further. He says he's sure the Tower holds secrets but he can't enter it, and he can't get at the plaque in the Stone Hall without being burnt to a cinder. HHHEEEEEELLLLLPPPPPPP!!

Now here's a letter from **Gerard**. No relation, as that's his first name, and I don't know what his second one is. I know what his problems are though. In *Future Tense*, what do you say or give to the curator, how do you get past the ogre and how do you bring things back from the 11th century without them crumbling to dust? Send your info to Gerard, 69 Woodland Walk, Limavady, Co Derry BT49 9DQ.

In danger of being slain by *Slaine* is **Peter Harvey**, 45 Higher Efford Road, Efford, Plymouth PL3 6LD. Every time he visits the village, he says, he gets hit by the villager. Does anyone know how you hit back?

Jackie Holt is the one who likes adventures with strange titles, and now she's gone and got herself stuck in *They Say The World Will Die In Fire And Ice*. How does she pass the Creature Zar, the One-Eyed Beast and the Giant Serpent? And where does she find some clothes to stop dying of cold? If anyone knows where Jackie's clothes are, then let her know at 36 Eland Street, New Basford, Nottingham NG7 7DT.

Obviously a lover of horror games is **Denise Gilbert**, 2 Moat Cottages, Moat Lane, Fordwich, Nr Canterbury, Kent. In *Frankenstein* how do you pass the wolves to get into the cave, and in *Wolfman* how can you make a light of some kind to get into the cavern? All I'm wondering is how Denise has got a copy of *Wolfman* for the Spectrum, as I wasn't aware it had been released yet? Or is some filthy foreign machine trying to infiltrate these pages??

KIND SOULS

John Docherty says he can help with most Spectrum adventures, but the following are the ones he's actually finished himself so knows most about: *Alchemist, Asylum Escape, Atic Atac, Big Sleaze, Book Of The Dead, Bored Of The Rings, Bugsy, Cheif M'Bolobue, Colour Of Magic, Crystal Of Chantie, Custerd's Quest, Davy Jones's Locker, Don't Panic, Dracula, Dragon Of Notacare, Empire Of Karn, Enchanter, Enigma Force, Espionage Island, Eye Of Bain, Finders Keepers, Four Minutes To Midnight, Golden Apple, Gremlins, Holiday To Remember, Heavy On The Magick, Imagination, Inca Curse, Eddie Smith, Kayleth, King's Keep, Knight's Quest, Knight Tyme, Kobyashi Naru, Lord Of The Rings, Marie Celeste, Master Of Magic, Matt Lucas, Mindshadow, Mindstone, Mural, My Ex, Nosferatu, Mountains Of Ket, Pirate Adventure, Planet Of Death, Quest For The Holy Grail, Reality Hacker, Rebel Planet, Redhawk, Robin Of Sherlock, Seabase Delta, Serf's Tale, Shadowfire, Sherlock, Sidney Affair, Sinbad And The Golden Ship, Sorcerer Of Claymorgue Castle, Sorderon's Shadow, Spellbound, Spiderman, Starcross, Storm Bringer, Subsunk, Temple Of Vran, Ten Little Indians, The Calling, The Boggit, The Count, The Fantastic Four, Hobbit, House Of Seven Gables, Hulk, The Lost City, The Moreby Jewels, The Pen And The Dark, Price Of Magik, Time Machine, Vera Cruz Affair, Terrors Of Trantoss, Touchstones Of Rhiannon, Trial Of Arnold Blackwood, Universal Hero, Urban Upstart, Valkyrie 17, Very Big Cave Adventure, Voodoo Castle, Waxworks, Woods Of Winter, Worm In Paradise, Zzzz*. I see a few non-adventures have crept in there, and even a few non-Speccy games, but we'll let it pass. Just send your questions with the obligatory sae to John Docherty, 38 Grosvenor Road, Greenock, Inverclyde PA15 2DR. John's also looking for solutions to any adventures beginning with the letters 'N', 'O', 'X' or 'Y'. Any offers?

A shorter list before we get on to another really big one. I love those really big ones, don't you? But the next one comprises just one title: *Karyssia*. This is the only adventure finished so far by **Denise Gilbert**, 2 Moat Cottages, Moat Lane, Fordwich, Nr Canterbury, Kent, but Denise is so proud of it she'll help anyone. So if you're stuck in *Karyssia*, say please to Denise and she might just help you out.

Need help on *Gnome Ranger, Rigel's Revenge* or *Venom*? Then send your saes to **Jan Matulewicz**, 475 Main Road, Darnall, Sheffield. On the other hand, **Ged Patterson**'s your man if you're stuck in *Book Of The Dead (Part I), Custerd's Quest, El Dorado, Football Frenzy, Imagination, Mafia Contract (I & II), McKenzie, Moron, Shard Of Inovar* and *S.T.I.* Ged lives at St Albans, Colway Lane, Lyme Regis, Dorset DT7 3HF and claims to have finished the first *Mafia Contract* in 75 minutes, thereby equalling **Allan Phillip's** claim to fame. And if anyone can tell Ged how to stop the boat leaking in *Frankenstein* then he'd like to hear from you.

Allan Phillips might not be a record breaker on *Mafia Contract*, but his list of solved adventures takes some beating. Does this man's dedication know no bounds? Why, he even took his Speccy on his honeymoon with him back in May! (No-one should trust me with their secrets!) Send your saes to 55 Torbay Court, Clarence Way, London NW1 8RL if you want help on (take a deep breath and flex fingers): *Adventure Quest, Aftershock, Big Sleaze, Book Of The Dead, Boggit, Bored Of The Rings, Bulbo And The Lizard King, The Calling Circus, Classic Adventure, Claws Of Despair, Colossal Adventure, Colour Of Magic, Custerd's Quest, Dracula, Dungeon Adventure, Excalibur, Extricator, Football Frenzy, Fourth Protocol, Fuddo* **And** *Slam, Future Tense, Gnome Ranger (I), Gremlins, Hampstead, Hacker, Harvesting Moon, Helm, Heroes Of Karn, Hobbit, H.R.H., Hulk, Ice Station Zero, Imagination, Invincible Island, Journey To The Centre Of Eddie Smith's Head, Kentilla, Knight Orc (I), Kobyashi Naru, Lifeterm, Lord Of The Rings, Mafia Contract (I/II), Marie Celeste, Matt Lucas, Message From Andromeda, Mindbender, Mindshadow, Morden's Quest, Perseus And Andromeda, Philosopher's Quest, Pirate Adventure, Planet Of Death, Play It Again Sam, Return To Eden, Rigel's Revenge, Robin Of Sherwood, Satcom, Seabase Delta, S.T.I., Seas Of Blood, Secret Of Little Hodcome, Seeker Of Gold, Sherlock, Shrewsbury Key, Sinbad, Smashed, Snowball, Sphinx Adventure, Spiderman, Spytrek, Starwreck, Stranded, Subsunk, Temple Terror, Twice Shy, Time Machine, Twin Kingdom Valley, Urban Upstart, Valkyrie 17, Vera Cruz, Warlord, Wiz Biz, Worm In Paradise, Zacaron Mystery, Zzzz.*

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CP/M Plus for the Spectrum uses the same discs as +3DOS, so you'll be able to read and write your Spectrum discs. But it can also use the discs for the most popular CP/M machines about – the Amstrad CPC and PCW – so you'll be able to run many programs for these machines as well.

Standard Screen

CP/M Plus on the +3 can emulate a standard 24 line, 80 character screen, so most existing CP/M software should run without any problems – we've even kept the control characters the same as the Amstrad CPC and PCW computers, so programs for these machines should run with little or no change.

CP/M Plus is a trademark of Digital Research Inc.

But don't just take it from us, Crash magazine's verdict was:

"At £30 for CP/M Plus, utilities, and Locomotive [Mallard] BASIC, this package is a bargain if you're at all interested in computers for their own sake. . . . Even if you don't want to be a hacker, you can be a 'power user' with CP/M, using whatever parts of it appeal, to run a customised computer system for work, business or fun."

Fast BASIC

Using the PCW benchmarks, Mallard BASIC is five times faster than Spectrum BASIC. It's not only faster, it's more accurate too!

Powerful BASIC

Mallard BASIC understands +3 discs - so you can read and write disc files, serially or randomly. Using Mallard's built-in "Jetsam" commands, files can be indexed by key and sorted into alphabetical order. You could use this, for example, to create a database. Jetsam is designed to give quick access to your data.

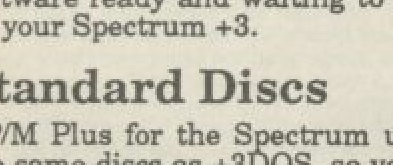
Compatible BASIC

Mallard is compatible with the industry standard BASIC, so there's lots of public domain programs you can pick up and run with little or no change. Once you've written your own programs, you'll find it easy to move them to other, more powerful, computers. Mallard also runs on PC compatibles and on the Amstrad PCWs.

Mallard BASIC is a trademark of Locomotive Software Ltd.

To:
Lucy Carter,
Locomotive Software,
Allen Court, Dorking,
Surrey RH4 1YL
(0306) 740606

From: ____________
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LOCOMOTIVE SOFTWARE

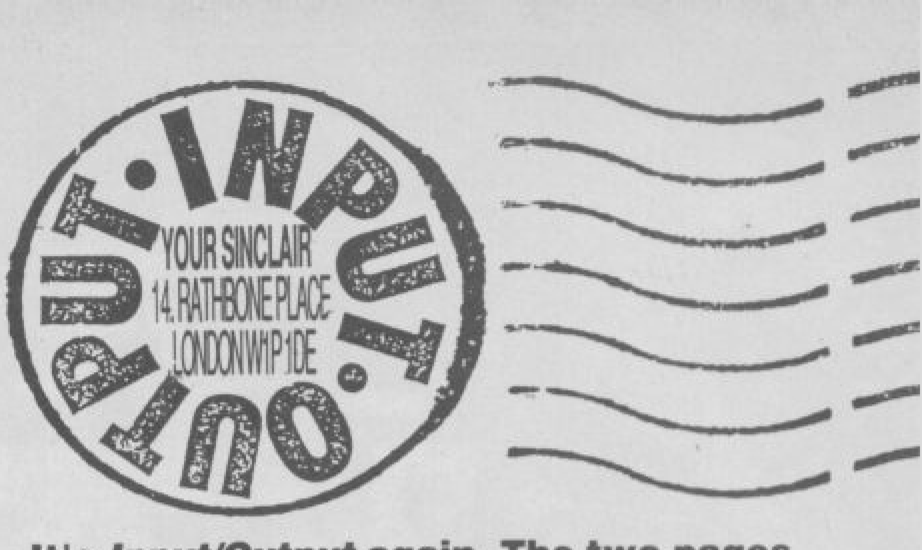
Please send me the following for the Spectrum +3:

- ☐ CP/M Plus & Mallard BASIC for the +3 — £29.95
  Including 350 page User Guide to CP/M and Mallard BASIC
- ☐ Mallard BASIC Reference manual — £9.95

Total ____

- ☐ I enclose a cheque payable to Locomotive Software
- ☐ Please charge to my Access Card

Signature____________



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HARDWARE



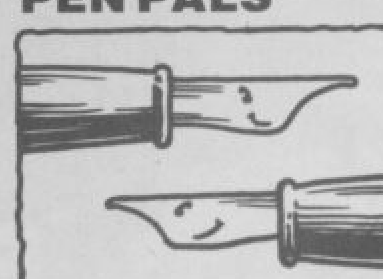
■ 128K+2 for sale with joystick and over £170 worth of games. Will sell for £125 ono. Contact Steve (0752) 408463 or write to 10 Roseveare Close, Plymouth PL9 8JJ.
■ 48K Spectrum. Interface 1 (2), Microdrive (3), includes 25 cartridges, cassette recorder and software. Phone (031) 443 0185 after 6pm. £100.00 ono.
■ Multiface 128. £25.00. Mr K. Anderson 105 Moat Drive, Edinburgh. Phone (031) 443 0185 after 6pm.
■ Rubber keyboard - original for ZX Spectrum - excellent condition - make me an offer. Quickshot II joystick - little used. £6 including postage. Tel (0597) 810243, ask for Chris.
■ Spectrum +3, six months old, (under guarantee with five years extra cover) tape recorder, Multiface 3 and disks, over £200 of software. Worth over £500, will sell for £200. Phone Jonathan Fitton on Bolton 594493.
■ Spectrum 48K+ for sale, including around 30 mags, joystick and interface (in good condition.) Well over 100 games and tape recorder inc. Worth £350, sell for £145. Phone Carl Whittaker, Wilmslow (0625) 530071.
■ Spectrum +3 with disk drive and tape deck with lots of games on disk and tape. Still boxed with guarantee, mags and a joystick. Bargain price at £150.00 Phone Jonathan Roberts (Rhos-On-Sea) 45886.
■ Spectrum 48K and over £1200 of games and 100s of mags. Will sell it all for £300 ono. C Hindmarch, 46 Goddards Croft, Greenleys, Milton Keynes, Bucks MK12 5DA.
■ ZX Spectrum, Interface 1, micodrive, datacorder, microdriver and lightpen. Over £600 of software, two joysticks and books. £140 ono. May swap for CBM 64. Phone (0296) 27971 ask for Dave.
■ Spectrum +3, multiface 3, C125 joystick, 50 mags and books, £300 of tape s/w. Worth £700 asking £300. Games inc *Earthlight, Dark Side, Target Renegade, Bionic Commano, Driller* and *Out Run*. Tel Scott on (0563) 43190.
■ Almost new Spectrum 48K+, complete with Cheetah cassette recorder, Comcon programmable interface, over 60 games, starter pack, blank tapes and tons of mags. Sell for £140 ono. (061) 439 2396.
■ Spectrum 48K and interface 1 for £30 ono. Spectrum games and business programs - all others considered. 45 St Marks Road, Windsor, SL4 3BD.
■ Spectrum 48K with joystick, Kempston interface, Currah Speech, Specdrum and £100 worth of software. Will take £150 ono. Phone Martin after 6pm (01) 316 1124.
■ Sega Master System for sale. Includes light phaser and nine games including *Afterburner* and *Gangster Town*. Fully boxed with all leads and still under guarantee. £190 ono. Phone Andrew (0689) 42289.
■ 48K Spectrum for sale in working order, with joystick and games. All for £55. Phone Bedford 56785 and ask for Richard. Or write to 22 Embankment, Bedford, Beds.
■ 128K+ Spectrum, Multiface 128, Protek joystick, switchable interface, 600 + games, three years of *YS* Mags (from July 1985), books, maps, pokes etc. Worth over £400, will sell for £250 ono. Thomas Keating Jnr, 10 Avondale Drive, Greystones, Limerick, Eire. Phone Eire (061) 326608.
■ Spectrum 128K, Interface 1, Microdrive, tape deck, over £300 of software, m/code books, keypad and lots of mags. £100 ono. Peter Henderson 12 Dereham Way, North Shields, Tyne And Wear, NE29 8BU. Or phone (091) 257 5744.
■ Sinclair Spectrum 128 +3 with joystick and over £450 worth of software. Will sell for £300 ono. Also, Sega Master System and over £200 worth of games. Will sell for £200 ono. Buyer must collect. Tel Peter Lazenby Workington 3707 after 6pm.
■ C16 (boxed), magazines, joystick and 28 games including *Aliens*, all in good condition. Worth £190, sell for £100 ono. Phone 0646 684071.
■ Spectrum +3 in excellent condition, blank disks, tape lead, games on disk and tape, some mags, still boxed, six months old, worth £240, will sell for £185. Tele: Chris (0277) 229862.
■ Sega for sale with £100 of software. Seven games including *Out Run* and *Soccer*. Everything for £125 (Sega still in box). Phone Justin Bonnie (0234) 767665.
■ 48K Wafadrive. Unwanted gift. £20 or swop for any three from *Matchday I, Leaderboard, Out Run, Super Hang On, Paperboy, Enduro Racer, Buggy Boy, Hardball* etc or teletext adaptor. John during work (0203) 375647.
■ Citizen 120D printer with interface and s/w for word processing.CompatibleSpectrum 48/128. £160. Phone (061) 633 3895.
■ Mega sale. Spectrum +2, joystick, over £500 worth of software includes *Cybernoid, Rastan* and *Driller*. All for £180 ono.

SOFTWARE



■ Lots of new Spectrum games to swop. Send your list for mine. B.Schenk Dr 1R Lelystr 3g, Ridderkerk, Holland. 29S2. SE.
■ Latest games to swop. Write to Remko Lansaat, Frisohof 40 7061 WV Terborg, Holland. This is not only for datehies!! *(What!? Ed)* P.S. Many address to swap.
■ Hello *YS* readers! Countless numbers of games to swop! Send your list to get my guaranteed reply! C. Idstein, Wilh. - Leuschner St, 67, 6507 Ingelheim, West Germany.
■ Wanted *1942* - swop for *Fairlight 2*. Also want *Kirel* for *Yogi Bear*. Also more games including *Inside Outing , Xecuter* and *Survivor* . And finally, want *Thunderceptor* or *Side Arms*. Call Nigel on 01 647-4769.
■ Multiface 3, seven games on disk and a Sinclair joystick, sell for £44. Will swop *Live Ammo* on disk for *International Karate +* on tape. Write to Richard Evans, 19 Park Road, Staple Hill, Bristol BS16 5LB.
■ Over 500 games to swop! Send list or Masterfile File to Joost Carpay Kariboestraat 45, 3523 PA Utrecht, The Netherlands.
■ Will swop *Football Director* for *Rastan* or *Skool Daze*. Stuck on *Micronet Shades*? I'll help anyone who asks me. Phone Steff on (0623) 656252.
■ Database program for sale with Edit, View, Amend etc. £1.50, or 3.5" disk for £3. To Ivan Morris, 9 Pump Lane, Greasby, Wirral, Merseyside, L49.3PW or phone (051) 606 0554 for more information.
■ Dead fit (physically) 14 year old +3 owner needs to swop software now! So get writing to Simon, 17 Brooklands Road, Swinton, Manchester M27,3AT.
■ Wanted *ATF*. Will swop for my *Football Manager* and *Dan Dare*. Phone Paul on (089) 086 244 after 6pm.
■ *Elite, Out Run, Platoon, Desert Rats*. All original. Will swop for *Football Director, The Double, ATF* or *Arkanoid I* or *II* on a one for one basis.
■ Will swop *Indiana Jones, All Stars* and *Karnov* for *Target Renegade, Exolon* and *Action Force 2*. Will swop *UCM, Shanghai Karate* and *The Plot* for *Cerius, Thing* or *Powerama*. Phone (0203) 28821.
■ Will swop *Out Run, Winter Games* 128K, *Daley Thompson's Supertest* 128K. For the *Flintstones, Short Circuit* or *The Pink Panther*. Phone Richard after 4pm Norwich (0603) 405737.
■ Swop *Ikari Warrors, Out Run, California Games* and *Death Wish 3* for *Street Sports Basketball* and 4th + inches or two for one. Tele: (0382) 89364.
■ I have 13 games to swop including *They Sold A Million 2* and *3* and *Paper Boy*, for Micropros games except *Gunship*. Other sims considered. Phone (0376) 511426.
■ I'm interested in swopping games. I have cassettes of the newest games for 128K or 48K games. Write to Avi Gadesh, 8 Ararden Street, Ramat, Gan 52333, Israel.
■ I have two +3 disks to swop for *Out Run* and *Fruity*. Originals only. Phone David on (01) 370 9788.
■ Originals to swop. *Leaderboard, Blitzkrieg Super Hang On, Football Manager II, Silent Service* and many more.Send your list for mine. Simon Deans, 19 Campbell's Ride, Holmer Green, Bucks, HP156TQ.
■ 16 year old female owns 128K+2. Wants to swop 48K or 128K games. I have all the newest games, and I promise to answer all letters very fast. Tall Biran, Dpump Trumpeldor-30, Ramat Hasharon, Israel. Y72.6Y.
■ Swop *Rampage* for *Enduro Racer* or *720* or *Pacland*. Also swop *Ghost Busters, Zzzz* and *Feud* for 3 budget games. Write to Philip David, 206 Whernside, Morton West, Carlisle, Cumbria, CA2 6SQ.
■ Wanna swop games,or Utility routines? Great, drop us a cassette and we promise a reply. Keith King, Kibutz Amiad 12335, Israel.
■ Swop *Barbarian* and *Throne Of Fire* for *GAC* or / and *Head Over Heels* for *Taipan* 128. Write to C. Conroy, 10 Howard Road,

PEN PALS



■ 20 year old, Speccy owner wants penpals, round the world - to swop games, untilities etc. Also interested in machine code. All letters answered. Gaurav Joshi, 44 Chitrakout, Altamount Rd, Bombay 26, India.
■ 17 year old male seeks female Speccy owner, 16+, must enjoy outdoor activities, such as canoeing, football, windsurfing and joking. Please send photo. All letters answered. Vincent Nicola, 92 Ellengowan Drive, Dundee, Tayside, Scotland.
■ Any males or females interested in writing to a mad genius and faithful *Your Sinclair* reader, about swopping POKEs, tips, games and faces!? Write to me - all letters answered. Ralph Bulmer, 51 Shakespeare St, Southwick, Sunderland, Tyne And Wear, SR5. 2JK.
■ Professional programmer seeks female pen friend any age above 15. She must have knowledge and expertise in machine code and be good for a laugh. Dylan Cuthbert, 1 Rose Villas, Tattenhall, Cheshire, CH3.9PZ.
■ I am a 17 year old, male looking for a female penpal around same age. Jnterests include body building and swimming. Phone (Ipswich) 690174 and ask for Andrew.
■ 13 year old male, looking for attractive female from 13-14. All letters will be answered. Please send photo David Smith 141, Oldtown Road, Inverness, Scotland. IV2 4QD.
■ Trio of attractive guys want same amount of 10 - 13 year old gals for pen pals. Interests - discos, music having fun etc. Write to James Ben + Alex, Chesil Cottage, Abbotsbury, Weymouth, Dorset.
■ 30 year old male wants penfriend to swop POKEs, games etc. Wanted Multiface 1, swop *Gold Collection 1. Driller, Five Star Hits 3*. All originals. Tommy Leese, 1171 Cumbernauld Road, Millerston, Glasgow, Scotland, G33 1AR.
■ Hi! I am a 15 year old male, looking for a female penpal aged 15+. Please send a photo, *please*. All letters will be answered. Write to: Mark Chambers, 43 Upper Cairncastle Rd, Larne, Co. An, BT40 2EF. PS Please, please send a photo.

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There's simply no better way of getting your hands on the very latest technology. Feel free to try the games yourself or to see how the experts perform live on the gigantic Pepsi video wall at the National Computer Games Championship.
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WANTED



■ Wanted urgently the geniune laser manual. I'm desperate - act fast! Sami Vuokila Kemintie 34, 95420 Tornio 2, Finland.
■ Wanted desperately! *Aliens* (U.S. version) and *Thundercats*. Will swop for *Gryzor, Match Day, International Karate*. Original cassettes only. Simon Field, 5 St.Albans Close, Westcliffe, Scunthorpe, South Humberside ON17 1QZ.
■ Wanted, *Action Force 1* or *Where Time Stood Still* for *Miami Vice, Rambo, Donkey Kong, Mario Bros, Street Hawk, Night Rider, Supertest, Highlander*, and *Frankie*. Tel: 0533 602280. Ask for James.
■ Wanted, Multiface 128. Will swop for *Karnov, Combat School, Xecutor, Match Day II, They Sold A Million* and *Play It Again Sam*. Tele: 681 0089 1061 and ask for Simon (after 5.00).
■ Good adventures wanted esp *Pawn, Knight Orc, Gnome Ranger* etc. I have many top games including *Elite, Starglider, Thundercats, Driller, Darkside*. and many more . Brian Cooper, 19 Meadow View, Cumbernauld, Scotland G67 2BY.
■ Wanted Multiface 128! Will swop for any three of *Spy Hunter* , *Combat Lynx, Grange Hill, Dam Busters* or *Paperboy*. Write to Ross, 1 Burnfield Cottages, Birnie Elgin, Morayshire, Scotland IV30 3SU.
■ Brand new hardware for sale.Microdrives, printers. All knock down prices. Send your name and address for a catalogue to Matthew Williams, 6 Tower Road, North Heswall, Wirral, Merseyside, L60 6RT.
■ Wanted, any broken or unrepairable hardware. Send your address, tele no. and hardware to, 23 Bridge Road, Nether Kelley, Lancs LA6 1HH. Postage refunded plus small token of thanks (U.K. only).
■ *Target Renegade* and *Platoon*. Will swop for any two of *Out Run* ,*Battle Of Britain, Screen Heroes* and *Konami Coin Op* hits. Write to,Stephen McCann , 253 Bellrock St, Cranhill, Glasgow, G33 3LN.
■ Wanted *Turbo Esprit* . Will swop for any of *1942, Infiltrator* , *Gauntlet* or *Armageddon Man*. Please hurry , contact Neal Ashurst, 220, Ormskirt Road, Newtown Wigan WN5 90A. (Greater Manchester).
■ Wanted *Now 1, Bionic Commandos*. Will swop *Charlie Chaplin* and *Universal Hero* for it. Write to Douglas Bryson, 11 Belmont Crescent, Stranraer, Scotland.
■ Urgently required. An Interface with disk drive, willing to swop for a long list of software or hardware or cash. Contact Mr S. Reading, 14 Greenfinen Walk, Hightown, Ringwood, Hampshire, B14 243RS. Tel: 471359.
■ Any tips for *Football Director* or *Target Renegade* ? Send to 41 Claremont Road, Leith, Edinburgh EH6 7NN.
■ Wanted, *The Double* . Swop for *Football Director, Football Manger Two* or *720*. Also wanted *International Manager*. Tele: (0639) 822839) or write to Paul Thomas, 96 Hunter St, Briton, Ferry, Neath, W.Glam, S. Wales, SA11 2RS. Please send game if you write.
■ Wanted *Spy Vs Spy Three*, plus your list of games. I have over 100 games originals. Please write to Martin, 45 Bowling Green Close, Erdington, Birmingham, B23 SQU.
■ Wanted, someone to write loading screens for *GAC* originated games. Good money for good work. Tele: Mark on (0733) 380005.
■ Has anyone in the world got a copy of *Football Director* ? I will swop for one of *Out Run, Action Force* or *10 Great Games II*. Write now to Daniel Cornwell, 12 Wrens Close, Ely , Cambridge. Tele: Ely 0353.
■ Wanted, *Cookie Jetpac* on Interface two cartridge. Price negotiable Tele: Warrington 444522 after 7pm and ask for Carl.
■ Send *Professional Adventure Writer* (with instructions) for *Platoon, Firefly* and *Gryzor*. Or send *Hisoft C* for the above plus *Arkanoid II* game over *Arkanoid I*. Write to, Ralf Kirste, Helfensteinstr 5, 7923 Zang, West Germany. Only originals!!
■ Wanted urgently. *GAC* or *PAW* . Will swop for *Gauntlet* , *Super Cycle* and more. Write to: Warren Lee, 11 Sandgate, Blackpool, Lancashire, FY4 2NG.
■ Wanted *Buggy Boy, Street Fighter, Action Force II* and *Cross Wize*. I have *Predator,Fire Fly,Flying Shark, Bubble Bobble, Platoon ,Terramex* and *Target Renegade*. Tele: Robert on 01449-7114
■ Wanted games for Vectrex system. Must be in good working order. Good price will be paid. Please write to, Jason Morrison, 151 Princess Way, Portadown, Co.Armagh, N.Ireland, BT63 5EL.
■ Wanted *Nigel Mansells Grand Prix*, will swop for *Calisoqia* games and *Olli And Lissa*. Must be in good condition. Phone (0454) 314404 after 5pm and ask for Andy.
■ Wanted for beginner, Multiface which must be compatible with 128 + 2. In good order please. Tele (051) 259 4162 anytime.
■ Wanted, 48K Spectrum,leads power supply, and data recorder for any 50 of my games including *Super Sprint, Championship Sprint* and POKEs for games like *Game Over*. Write to P Twite, 32 Eastfields, Fourstead Estate, Kings Lynn, PE30 4ST.
■ Wanted, any original Ultimate game in good condition. Will swop for stuff like *Movie, Mikie, Finders Keepers, Dynamite Dan II, Donkey Kong, Kosmic Kanga, Chiller* and more. Phone Scott (041) 6325042 after *Neighbours!*
■ POKEs wanted for *Head Over Heels, Wizball*, in fact all POKEs welcome! Send them to Jamie Bell, 29 Westonbirt Court, Ebley Close, London SE15 6BH or phone (01) 703 5655 eves.
■ Wanted, *Exolon* for *Masters Of The Universe, The Movie*, and *Merlin* for *Agent X* or *How To Be A Hero*. Write to Justin Steptoe, Conifer House, 14 Lower Radley, Abingdon OX14 3AX. Originals only please.

MESSAGES AND EVENTS



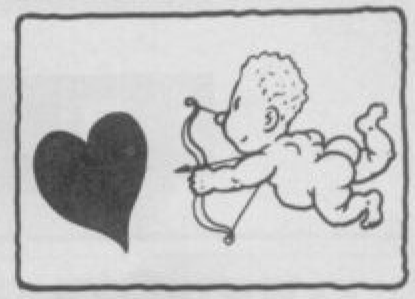
■ Do you like football? Would you like to play a complete football PBM? Only 20p each turn. Lazerron games. Write to, Roger Warren, 139 Pot Road, Chandles Ford, Hampshire. SO5 1HT. Or tele: (0703) 261495.
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■ Software Exchange Club. Exchange your unwanted originals cheaply. Free Membership News sheets. Competitions and many extra features. Send sae for details to: SSSC 178 Forest Road, Kingswood, Bristol BS15 2EN.
■ Stuck with a machine code problem? Need help? Send a sae and 50p to Neil Hopkinson, 17 Ramillies House, Bishopfield Road, Fareham, Hants. PO14 1Q7.
■ Stuck? No Hair left? Need help? POKEs 20p, tips 10p, maps 50p. I've got POKEs etc for over 350 games! For every type of game. Adventure strategy etc. Send sae.
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■ Hate the Atari St? Then join the "ST Water Club" for all 48K and 128K Speccy's. Send sae to Adrian Z8Q, 8 Healey, Lakeside, Tamworth, Staffs. B77 2R8. (AND GET A PREZZIE!).
■ Pat. Surprised? you will be! 7.00am is a date, Squadie. Julie Giddy, 36 Deanery Gardens, Braintree, Essex, CM7 5SU.
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■ Yes, it's me again! Stuck? No hair left? Need help? POKEs 20p, tips 10p, maps 50p. I've got POKEs etc for over 350 games! Yes, for every type of game, adventure, strategy you name it. Just send a sae to (and I've remembered my address now) Paul Dossis, 58 Nixon Drive, Winsford, Cheshire.
■ POKEs galore in two volumes. Each only £2.50 or £4 for both. Send cheque/PO to Barry Swinscoe, 37 Broomfield Drive, Plymouth, PL99 PG. Brilliant POKEs for you to use. P+P included.Hurry!!
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■ Calling all Badminton Tournament Organisers! Use your computer 48K to run your tournaments. Send a £5 cheque for your program or sae to M. Ward-Murphy, 45 Berwyn Grove, Maidstone, ME15 9RE.
■ *Zipper* on tape. First issue free when you send a tape and an 18p stamp to Matthew Scott, 4 Smythsons Close, School Aycliffe, Co. Durham DL5 6TB.

FANZINES



■ *Zircon* tape magazine No.115. Now Out. Amazing Zircon System with over 40 pages. Compos, reviews programming (Basic) MC for the beginner. Free game. Screenwash, fonts, anagrams. Only £1. Steven Hackett, 289 Southfeild St, Nelson, Lancashire, BB9 OLP.
■ Have you heard about the new tape magazine *Spectrum*? Then send to *Spectrum* , 12 Cromwells Meadow, Lichfield, Staffs. WS14 9EW. So what are you waiting for then?
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■ *Spectrum* . The essential buy for any computer. Features include reviews, articles and programs. Send cheque or postal order for 50p, payable to Russell Goulbourne, 82 Beach Road, Litherland, Liverpool, L21 2PP.
■ Wanted desperately,hacker for new fanzine. Must be reliable and make contribution every issue. Write now to: Gohar Mustafa , 41 Chatsworth Rd, Hackney, E5 OLH.
■ Postal Management - Leave the rest - join the best! A new realistic postal Football Management Simulation. Cash prizes!! For further details contact M. Smith 31 Coleridge Avenue, Penarth, S.Wales. CF6 1SQ, NOW!!! *(Funny fanzine! Ed)*

LONELY HEARTS



■ 13 year old male seeks female of the same age who likes computers, enjoys listening to music and likes having fun. Write to Brian Lockens, 16 Langdykes Way, Aberdeen, ABI 4HG.
■ Hi Babe, where have you been all my life? I'm looking for a female from the age 14+. See ya for now! Please include photo. Justin Adams, 8 Westbridge Road, Barlborough, Derbyshire. 343 4JA.
■ A 14 year old boy seeking either a girl who reads *YS* and likes music (I like Simple Minds) and who also likes computers, or a boy penpal who is into computers. Andrew Charge, 73 Claydon Drive, Oulton Road, Lowestoft, Suffolk. NR32 3DZ.
■ Hey my names Steven Grieg, and I want a chick pretty bad. So everyone write to Steven Grieg, 20 Eden Park, Cupar, Fife, Scotland, KY15 4HS. Please send a photo.
■ Lonely 15 years old lad seeks good looking female, aged between 13 - 16 whose interests include pop music and computers. Photo if possible please. Write to, Stuart McDill, 5 David Service Court, Darvel, Ayrshire, Scotland. KA17 OMJ.
■ 17 year old hunk, male, needs a 17-18 female to cheer him up. Please send photo if possible. Interests include body building, swimming and computers. Write to A.Noble, 12 Crocus Close, Ipswich, Suffolk. Tele: (Ipswich) 690174.
■ Wild 16 year old boy looking for female beauty 15 - 16. Please send photo to, Bryan Morton 15 Rostrevor Way, Bangor, Northern Ireland, BT14 1AE.
■ Intelligent 15 year old male seeks attractive female of similar age. I own various computers including a spacey tape to swop software among other things. Include photo. Tele: (Northampton) 767240.
■ Desperately seeking an 11 - 13 year old attractive female with a Spectrum or CBM 64. Please send photo and write to: Nathan Steele, 30 Killyglen Road, Larne, Co Andtrim, N.Ireland BT40 2HR.
■ 2 lonely approaching 16 year old females, seek 2 male penpals age 15+ in the Leeds or surrounding district if possible. Write to: Karen & Susan, 208 Fartown, Pudsey, West Yorkshire, LS28 8NN.
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■ Mad 17 year old male seeks similar age female for mad, close, friendship. Please enclose photo. All letters will be answered. I promise. Write to, Martin Jack, 7 Cluny Rd, Dingwall, Rosshire, IV15 9NS.
■ 14 year old male seeks a 13 - 15 year old, good looking girl. If you live in the Essex area, send a letter with photo. Robert Goodman, 31 Waldon East, Tilbury, Essex, RM18 85Q.

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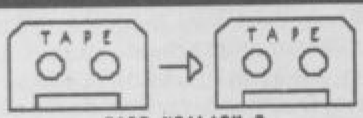
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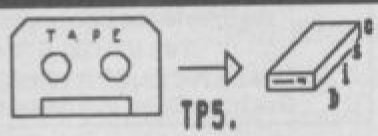
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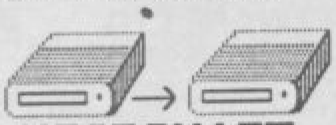
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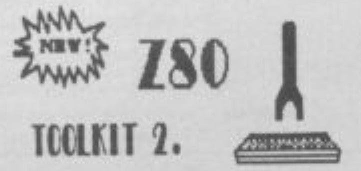
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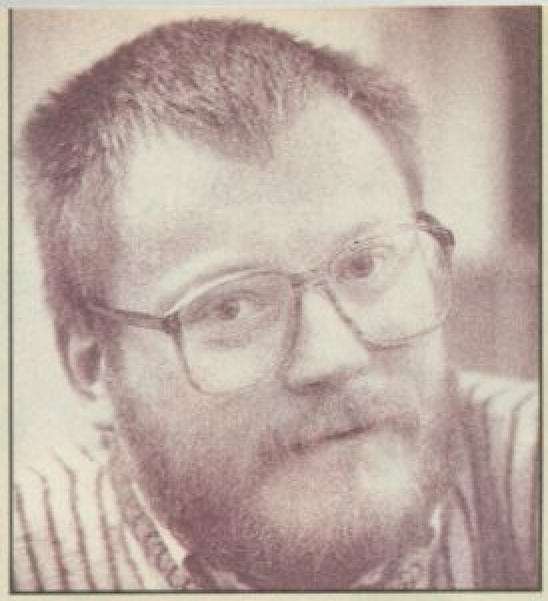
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Only Kidding

From the Karl Marx library to the stars. Lunch with the Domarks - Dominic Wheatley and Mark Strachan - is something to look forward to. Good food, good wine and animated company. They're fun, with a capital 'F', as our man 'Out to Lunch', *Graeme Kidd* found out.

They've been chased over Wimbledon Common by Darth Vader, worn boaters and blazers to the PCW show while promoting *Not A Penny More, Not A Penny Less*, slipped into Victorian frock coats for *Trivial Pursuit*, donned DJs for their Bond games and even wielded butcher's cleavers at one another in the cause of *Friday 13th*, the computer game. Not exactly faceless men behind a mega-corporation are, Dominic Wheatley and Mark Strachan.

In daily life this pair are fans of the stripy shirt and bow tie approach to sartorial elegance - which tells you a little about their backgrounds. Dominic, the grandson of bestselling author Dennis Wheatley (every book he wrote, from the first to the last, was an international bestseller) and Mark, with rather good connections with Whitbread Brewery, are together DOMARK - the aristocrats of the software industry.

So it's down to Bertie's winebar in Wimbledon for a couple of bottles of Soave, and the house speciality - charcoal-grilled beefburgers.

There was a time when it looked if the tumbrel was about to roll over for these aristos. After a reasonable start with *Eureka!* Domark began to get a bit of a name for producing poor games , well-hyped. Then there was the appalling *Friday 13th*. A while ago, it looked as if Domark couldn't spot a hit computer game, let alone publish one.

"Then came *Friday 13th*. That was even worse. . ."

Then out of the blue came *Splitting Images*, which met with acclaim wherever it was reviewed - Domark's first hit game. Pausing only to rename it *Split Personalities* after Fluck and Law took umbrage, Dominic and Mark went on to secure the licence for *Trivial Pursuit*. An award-winning game resulted which has sold around 400,000 copies so far.

"It's taken us four years to really get on the road," Mark offers, pouring wine convivially, "and it has been an expensive learning process. But we're pleased to be able to prove an independent company can do well at the bottom of Division One, offering people a choice."

It all began in a small advertising agency in Clerkenwell Green, where Mark and Dominic met - Dominic joined the company from the Guards, (they're both active members of the Territorial Army) and Mark, a marketing graduate, was fresh from a major brewery. Part of their work as Junior Account Executives involved finding new business for the ad agency, and they looked at the home software market together. So it all began. . .

"It was Dominic's idea. In 1983 we spotted that software was poorly marketed, and we were crazy enough - rightly as it turned out - to leave our jobs and set up our own software business." Dominic bought *Heroes Of Karn* on the C64 for his son, and showed it to Mark. "It was like magic. . .I was amazed that you could interact with a computer in that way. . .yes, it was like Paul Daniels - I was stunned."

More wine, and Dominic takes up the tale. "We had no programming experience, so rather than compete on the programming side we



decided to attack from the marketing angle." Working in Clerkenwell Green's Karl Marx Library at lunchtimes, Mark and Dominic put together a business plan ("every time we left 50p in the electricity donation box, it seemed only fair").

"Based on the Kit Williams Golden Hare theory, we decided to put up a prize of £25,000 for the first person to complete the game, and our unique strategy was to run national advertising for a computer game - the advertising was the most expensive element," Dominic explains. "We went round and saw a lot of banks with our proposal, but the sum of money we were asking for didn't run into the millions, so they weren't terribly interested on a corporate level - but a lot of bank managers did seem interested in investing a smaller sum."

"So we hired a cottage in Gloucester for the weekend and re-wrote our business plan, proposing a company with a number of shareholders. On Sunday evening I looked at Dominic and said 'Are we going to do it, and hand in our resignations tomorrow or are we going to go back to work, having had a good weekend and forget it all?'" "We resigned the next day," Dominic chips in.

The dynamic duo found about 23 people who were interested in their venture. "We got all the money up front," Mark explains, "the prize was already lodged with a solicitor before we started selling the game, and we paid for the programming up front too. We didn't know anybody in the software industry, but had been introduced to Andromeda, so paid them to produce a game to a design prepared by Dave Bishop." They set up their first office and began work in earnest.

Then a letter arrived in the post addressed to 'The Company Secretary, Domark.' As Company Secretary, Mark opened the envelope. It contained a letter from the company's bank manager, and he regretted to inform them - a creditor's check had bounced, "due to insuffficent funds." Potentially disastrous for the fledgeling enterprise? Not really, it was a cheque for £19.00 from. . .Mark Strachan. They framed it, and Mark paid cash.

Getting to grips with the software industry was an expensive learning process - they paid £50,000 up front for the programming which took place in Hungary. "I went to Hungary to see how things were going," Dominic remembers, "and I ended up going to dinner with some of the programmers - four or five were working on the project and it took them about five months to complete. I asked them what sort of money programmers were paid, and they told me about £50 a month was par for the course. Even with a generous allowance for expenses, wages and overheads, it can't have cost Andromeda more than £5,000 to program our game - and we'd paid £50,000 up front. . ."

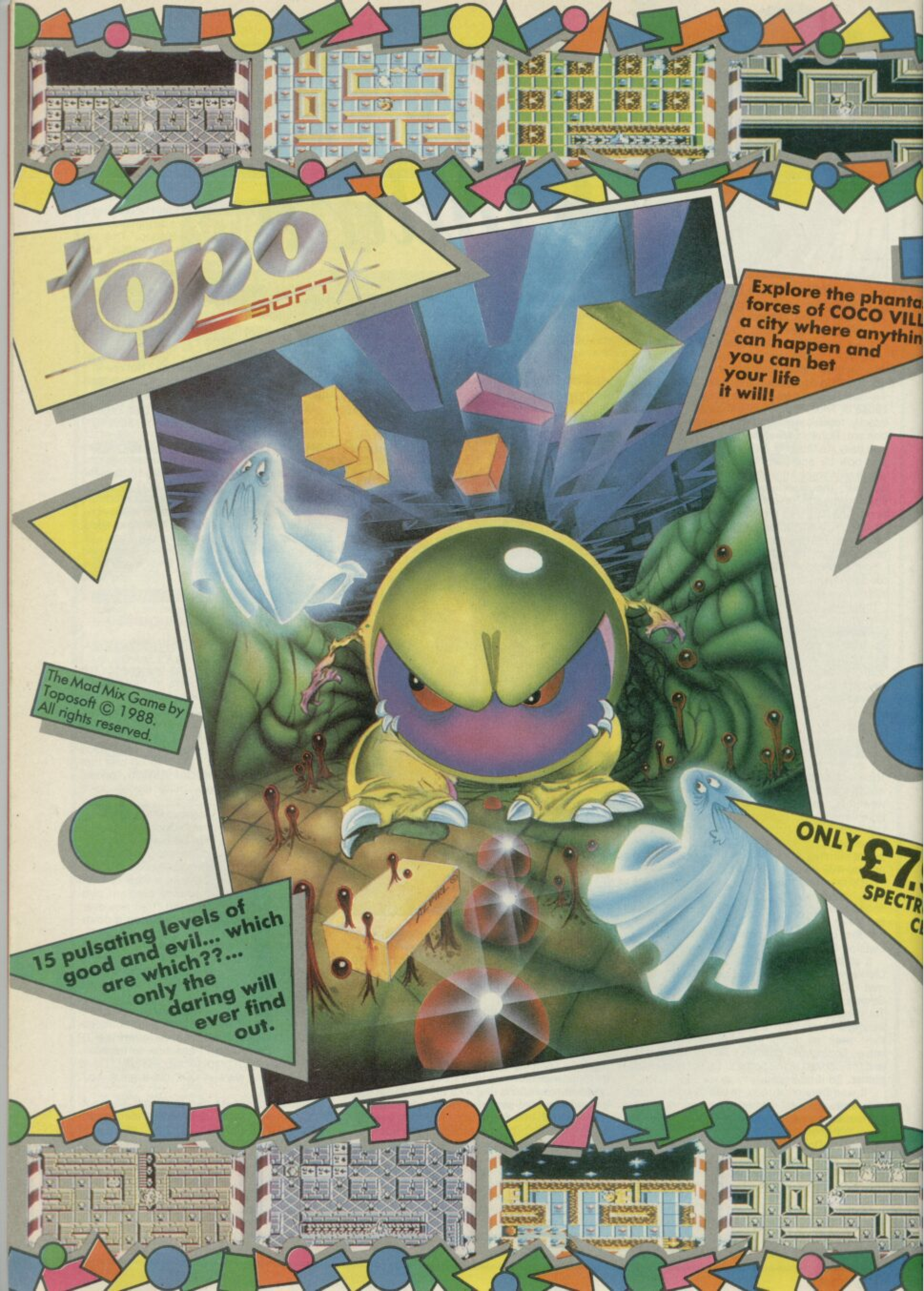
"People took us quite seriously, quite quickly. . ."

In October 1984, *Eureka* was launched to the public at large - with adverts in the national papers, including *The Sunday Times* and a PCW Show slogan of 'The computer game is dead, long live *Eureka!*' "The advantage of placing a £15,000 advert in *The Times* is that, as newcomers, it certainly gets you known by the trade buyers, even if you don't get in touch with that many consumers," Mark observes wryly, "people took us quite seriously, quite quickly as a result."

In the end, *Eureka* balanced the books. "We weren't prepared for that," Dominic explains. "When we started we didn't know whether we'd go bust or make a million - we expected success or failure and hadn't worked on a second title to launch after *Eureka*." Rights to a *View To A Kill* were secured and a mediocre program published. Then came *Friday 13th* "that was even worse," Dominic offers, "we were on a downward sprial."

They had learnt a lesson - the quality of software is crucial; publishing software takes more than excellent marketing. "With *Trivial Pursuit* we went to the programmers once a week with a crate of Fosters, and programming stopped for an hour. We followed the development of the game in great detail, and had control throughout." Other people had turned down the *TP* licence as they couldn't see how to translate the board game to computer successfully. "David Pringle and his guys at ODE did a great job," Dominic says.

Success brings its own problems. Over coffee, Mark completes a speeding summons - nowadays the Domarks run a matching brace of black BMW's, a far cry from the beat-up Panda Mark used to pootle round in. "Why don't you just tell the truth Mark!" Dominic pipes up after we are treated to an account of the involved train of circumstance that led to Mark being apprehended for travelling at 88 miles an hour, "tell them you've got a BMW and that you were surprised it was only 88. . !"



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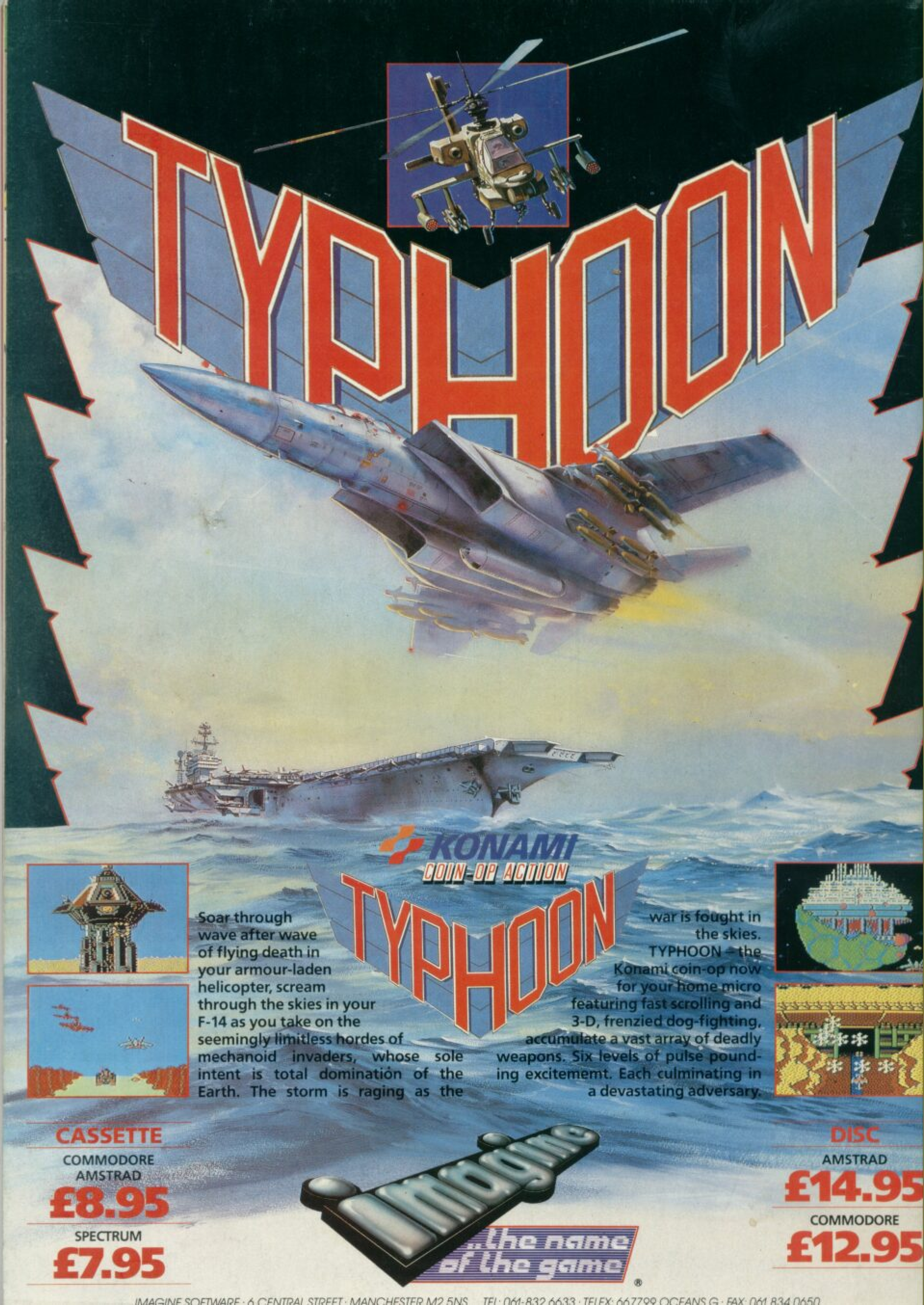
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